



Streaming Client

Network audio decoder firmware for MP3 streaming (HTTP, UDP, RTP) with automatic fail-over and USB playback

Technical Documentation

Firmware V03.11
Released 4th July 2013
Supports:

- EXSTREAMER 100,105
- EXSTREAMER 110, 120
- EXSTREAMER 200, 205
- EXSTREAMER 500,1000
- IP Audio Module 100, 102, 300

Revision History

Firmware Version	Date	Initials	Notes
B2.03	14.05.2008	PK	Updated sections 1.2, 1.5, 4.1 Chapter 7 "Display interface" added
A2.04	06.06.2008	PK	Added relay support, B274
A2.05	09.06.2008	PK	Added repeat function Added sleep function
	15.09.2008	PK	Described keyboard.html and added an image of the remote control
	30.09.2008	PK	Added error code 19 (Audio Format Not Supported)
A2.06	05.01.2009	PK	Added setup parameter B498
	09.01.2009	PK	Added setup parameter i680
	12.01.2009	PK	Updated FLASH layout
	19.01.2009	PK	Default value for URL1 is the Barix radio
	21.01.2009	PK	Removed messages.ini
	29.01.2009	PK	Added commands c=71 and c=72 update.ini updated WEB UI files updated
	30.01.2009	PK	Described the display interface
A2.08	07.03.2009	PK	Added audio peak levels
	31.03.2009	PK	Default value of URL1 updated Added relays 2-16 Relay 1 moved from B274 to B252
	01.04.2009	PK	Added &Lstate dynamic mark variables 31 and 51..66
	08.04.2009	PK	Added priority message volume B243
	17.04.2009	PK	Added dynamic marks 32, 33 and 34
	18.04.2009	PK	Added dynamic mark &LSetup 23
	17.06.2009	PK	MTELL renamed to Barimon
	24.06.2009	PK	Added command port option to B498
A2.09	13.07.2009	PK	Section 3 rewritten, added serial command interface
	30.07.2009	PK	Added Factory Defaults and B241 and B242 (min and max volume)
	31.07.2009	PK	Setup.cgi section rewritten.
	05.08.2009	PK	Added section WEB server together with a description of the mimetype.ini file Added time of the last error
A2.11	21.08.2009	PK	Default stream check period changed from 10-180s to 1-30s (feature #052.08)
A2.12	17.09.2009	PK	Setup version increased to 1.2
A2.13	29.12.2009	PK	Removed MMS and MMST
A2.14	03/01/2010	PK	Frame based buffering &Lstate variable nr. 38
	04/06/10	PK	New frame bufferparameters in Barimon report
	04/22/10	PK	New UI files
A2.20	10/18/10	PK	Added TCP and UDP command ports
	11/01/10	PK	new parameter "usb_backup_switch_immediately" in update.ini balance as B245 and b= command
	11/09/10	PK	Volume interface changed from 5% to 1% steps. Setup version changed from 1.2 to 1.3.
	12/03/10	PK	Added "V=" command (volume in 1% steps)
A2.24	30/05/11	PK	Barimon alarm sent also on stream recovery Default channel number 1 AD gain settings Volume Offset Currently decoded audio format &Lstate(42) URL protocols, Line-in and triggered playback in Streaming Settings section
A2.26	09/06/11	PK	New parameter priority volume control
02.28	11/23/11	PK	Updated remote-update example, using new parameter volume_100
02.29	18/01/12	PK	Added file inputs.txt and dynamic mark to read I/O status Relay while priority message
03.02	02/29/12	PK	Added IPAM type as dynamic mark 45
	04/05/12	PK	Flash memory layout updated (chapter 2.2) Remote Firmware Update requires 2MB Flash devices (chapter 7)
03.05	17.09.12	PK	2MB requirement for remote FW update EOL required at the end of the remote-update ini file. Extra &Lstate parameters 46 and 47 for remote firmware update.

Firmware Version	Date	Initials	Notes
			Setup parameter B250 – audio buffer size.
3.08	10.01.13	PK	Audio formats, RTP/AAC
3.10	08.03.13	PK	Added configurable parameters SNMP SysName and SysLocation to Setup and into remote configuration.

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1 Introduction

1.1 About the “Streaming Client” firmware

The “Streaming Client” firmware was designed for the professional field: audio bridging, audio distribution, in store and standalone applications.

It is capable of playing MP3 files using various protocols. Up to three sources can be defined (both streaming over network and playing from a local USB storage) for streaming with automatic failover.

Thanks to easy remote control and monitoring the “Streaming Client” firmware can be used on Barix devices to build a manageable distributed audio network.

The standalone capability (playing from external USB or internal flash memory, without network connection) allows the use of the Barix Exstreamer 100 or the Barix Exstreamer 200 as a simple MP3 player with automatic start on power up.

1.2 Features

- Plays MP3 streams from network (HTTP, BRTP, RTP) and M3U playlists (HTTP)
- Plays MP3 files and M3U playlists from external USB memory *
- Supports authentication (HTTP, Shoutcast, Icecast)
- Shoutcast meta-data displayed on hardware featuring LCD
- Supports up to 3 sources with automatic failover
- Control and configuration using a standard web browser
- Supports automatic remote update of settings, configuration and firmware
- Monitoring using SNMP and Barimon (HTTP, UDP)
- Supports the Barix IR Remote Control
- Automatic network configuration (BOOTP, DHCP, AutoIP and IPzator) as well as manual static IP configuration
- Features SonicIP ® announcing the IP address on power up over the audio outputs
- Supports proxy server (HTTP proxy support)
- Autoplay functions plays all audio files without playlist (standalone mode)
- Stand-by mode to stop playback and save network bandwidth
- Priority port to receive high-priority RTP audio messages
- Serial gateway to transmit RS232 data to a remote location
- Serial command interface
- Configurable reset button function
- Background monitoring of playlists during playback and automatic reconnect on change

1.3 Installing the device

For the installation of the Barix Exstreamer 100 or the Barix Exstreamer 200 please refer to the corresponding “Quick Install Guide”.

A printed version is included in the box and can also be downloaded from our site www.barix.com.

For the installation of the Barix IP Audio Module or the Barix IP Audio Module 200 please refer to the corresponding “Development Specification” which can be downloaded from our site www.barix.com.

* These features are not available for legacy devices (Exstreamer, Exstreamer Wireless, Exstreamer Digital and Exstreamer Gold).

1.4 Additional documents

Technical specifications can be found in the corresponding product sheet which can be downloaded from our site www.barix.com.

For configuration information please download the “Streaming Client Manual” from our website.

1.5 Preloaded Firmware

Barix preloads all Exstreamer family devices, except for the Exstreamer 110, with the “Standard” firmware version, which suits most home and consumer applications.

Before continuing with this technical documentation the firmware has to be changed from “Standard” to “Streaming Client” firmware.

Please follow the steps in chapter “Updating the Firmware” of the “Streaming Client Manual” in order to change the firmware.

1.6 About this Technical Documentation

Links to chapters

References to chapters (e.g. [X Chapter name](#)) are red and underlined and serve as direct links when viewed in Adobe Acrobat Viewer.

Click on the link to jump to the referenced chapter, click on the left arrow icon to jump back to where you came from.

Bookmarks pane in Adobe Acrobat

The complete “Table of Contents” is available in Adobe Acrobat Viewer.

Click on the “Bookmarks” pane tab on the left side of Adobe Acrobat Viewer to open it.

Click on any bookmark to directly jump to the corresponding part of the manual.

Chapter overview

This technical documentation is divided into the following chapters:

- [2 Memory organization](#) (explaining the use of the Flash memory and the EEPROM configuration memory)
- [3 Application Programming Interface \(API\)](#) (explaining how to control the device using CGI web commands)
- [4 WEB User interface](#) (explaining the User Interface functionality and how to customize it)
- [Advanced](#) (explaining the functionality of URL Variable substitution)
- [7 IR control interface](#) (explaining the functionality IR Remote control interface)
- [8 Display interface](#) (explaining the use of the LCD, where available, for additional device status information)
- [9 Remote Configuration and Update interface](#) (explaining configuration and firmware update via a remote webserver)
- [10 Remote monitoring interface](#) (explaining the remote monitoring capabilities using a Barimon or own monitoring server and explaining the SNMP interface capabilities and the required MIB file)

2 Memory organization

2.1 Serial Rescue Kit / Web Update

Two different procedures exist to upload the “Streaming Client” firmware into the device:

The “Serial Rescue Kit” using the serial cable will upload the firmware files, the boot loader and the “factory defaults configuration” which will erase the current configuration. The “Web update” using a browser will upload the firmware files and the “factory defaults configuration” but will not alter the current configuration. For factory defaults and memory usage details see the following two sections.

2.2 Flash Memory usage

The “Streaming Client” firmware is using the built-in Flash memory as described in the table below.

Flash memory usage table

Page / Target	File name	Content	Address (Rescue Kit)
8K (WEB0)	stream.rom	Firmware	0xC00000
WEB1	fs.bin	USB file system	0xC10000
WEB2	sg.bin	Audio and Utility library	0xC20000
WEB3	sg.bin continued	Audio and Utility library	Continued (0xC30000)
WEB4	bclio.bin	IO Driver	0xC40000
WEB5	streamapp.cob	Web Application and SonicIP Resources	0xC50000
WEB6	streamapp.cob continued	Web Application and SonicIP Resources	continued (0xC60000)
WEB7	streamapp.cob continued	Web Application and SonicIP Resources	continued (0xC70000)
WEB8... WEB14	Unused	Unused	0xC80000...0xCE000
WEB15... WEB30	reserved for remote firmware update		0xCF0000...0xDE000

A page uses 64 kilobytes of flash memory. Flash memory of 2MB is assumed. Please note: 0xC00000 is mirrored to 0xE00000 and 0xD00000 to 0xF00000.

Both update procedures (Web update & Serial Rescue Kit) respect the above memory usage.

The above memory usage table must be used accordingly when loading single files using advanced web update.

The target has to be in capital letters (i.e. WEB4).

The remote firmware update feature splits the FLASH into two partitions where one contains the running firmware image and the other is reserved for the remote upload and is normally empty. The partitions are automatically switched. The complete firmware with all extension modules and resources must fit into 14 pages (the fifteenth page is reserved for the bootloader).

The compound WEB update overwrites the whole FLASH with and stores the Streaming Client firmware into the FLASH first partition (pages 0 to 14). If the

advanced WEB upload method is used together with the remote firmware update, the individual pages must be loaded carefully because the firmware can be currently placed in the second partition (pages 15 to 30).

2.3 Configuration storage (EEPROM)

The current configuration is stored in a non-volatile memory (EEPROM). To change the current configuration use the web user interface and hit the “Apply” button to store it into the EEPROM as described in the “Streaming Client Manual” in chapter “Device Configuration”.

Factory defaults using Serial Rescue Kit

The EEPROM is overwritten by the “factory defaults configuration” when applying the “Serial Rescue Kit” using the binary file **config.bin** which is stored in the folder “update_rescue”. This file can be edited with a hex editor. Consult the “configuration memory usage” table carefully before you make any changes.

Factory defaults using Web Update

The “factory defaults configuration” binary file **config.bin** is contained in the file **streamapp.cob** which is loaded into the flash memory (not the EEPROM!) when applying the “Web Update”. To apply the “factory defaults configuration” the reset button has to be pushed for about 10 seconds.

The file **config.bin** can be edited with a hex editor. Consult the “configuration memory usage” table carefully before you make any changes. Before uploading the folder **streamapp** (residing in folder **webuidevkit**) has to be packed into the file **streamapp.cob** using the tool **web2cob.exe**. The file is loaded to the EEPROM as factory default when the reset button is pushed for about 10 seconds. For more details see chapter [4 WEB User interface](#).

Configuration storage usage

The following table shows where the configuration is stored in the EEPROM. The column “Byte” shows the offset as a decimal number. The column “Len” shows the length in Bytes. The column “Default” shows the default value as stored in the original “factory defaults configuration”.

Parameter	Byte	Dynamic Name	Len	Default	Short Description
Own IP	0	B0,B1, B2,B3	4	0.0.0.0	Static IP address of the device. 0.0.0.0 for automatic assignment 0.0.1.0 to disable AutoIP 0.0.2.0 to disable BOOTP 0.0.4.0 to disable DHCP 0.0.8.0 to disable IPzator add these special IP addresses to disable multiple protocols
Gateway IP	4	B4,B5, B6,B7	4	0.0.0.0	Gateway IP address. 0.0.0.0 for no gateway
Netmask	8	N8B0, N8B1, N8B2, N8B3	1	0	Subnet mask. The value is the count of the zero bits counted from the lowest byte. (eg. 8 for 255.255.255.0)
DNS 1	64	B64,B65, B66, B67	4	0.0.0.0	Primary DNS IP address. Set to 0.0.0.0 to get primary DNS from DHCP, if DHCP is configured, or to disable DNS, if DHCP is not configured.

Parameter	Byte	Dynamic Name	Len	Default	Short Description																																																																																	
DNS 2	68	B68, B69, B70, B71	4	0.0.0.0	Alternative DNS IP address. 0.0.0.0 here always disables secondary DNS																																																																																	
IFMODE0	80	B80b0-1, B80b2-3, B80b4-5, B80b6-7 or B80	1	0x4C	<p>Serial port 0 settings Definition of the bits in that byte for the serial port 0:</p> <table border="1"> <tr> <td>Function</td> <td>7</td> <td>6</td> <td>5</td> <td>4</td> <td>3</td> <td>2</td> <td>1</td> <td>0</td> </tr> <tr> <td>RS232-C</td> <td></td> <td></td> <td></td> <td></td> <td></td> <td></td> <td></td> <td>0 0</td> </tr> <tr> <td>7 Bit</td> <td></td> <td></td> <td></td> <td></td> <td></td> <td></td> <td>1 0</td> <td></td> </tr> <tr> <td>8 Bit</td> <td></td> <td></td> <td></td> <td></td> <td></td> <td></td> <td>1 1</td> <td></td> </tr> <tr> <td>no parity</td> <td></td> <td></td> <td></td> <td></td> <td>0</td> <td>0</td> <td></td> <td></td> </tr> <tr> <td>even parity</td> <td></td> <td></td> <td></td> <td></td> <td>1</td> <td>1</td> <td></td> <td></td> </tr> <tr> <td>odd parity</td> <td></td> <td></td> <td></td> <td></td> <td>0</td> <td>1</td> <td></td> <td></td> </tr> <tr> <td>1 Stopbit</td> <td>0</td> <td>1</td> <td></td> <td></td> <td></td> <td></td> <td></td> <td></td> </tr> <tr> <td>2 Stopbit</td> <td>1</td> <td>1</td> <td></td> <td></td> <td></td> <td></td> <td></td> <td></td> </tr> </table>	Function	7	6	5	4	3	2	1	0	RS232-C								0 0	7 Bit							1 0		8 Bit							1 1		no parity					0	0			even parity					1	1			odd parity					0	1			1 Stopbit	0	1							2 Stopbit	1	1						
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1 Stopbit	0	1																																																																																				
2 Stopbit	1	1																																																																																				
BAUDRATE 0	81	B81	1	2	Baudrate for the serial port 0. (7 = 300, 6 = 600, 5 = 1200, 4 = 2400, 3 = 4800, 2 = 9600, 1 = 19200, 0 = 38400, 9 = 57600, 8 = 115200)																																																																																	
FLOWCONTROL0	82	B82	1	0	Flow control for the serial port 0. (0 = no, 1= Software XON/XOFF, 2 = Hardware RTS/CTS)																																																																																	
GATEWAYD STIP	88	B88, B89, B90, B91	4	0.0.0.0	Serial Gateway destination IP address for active serial gateway. If this IP address is 0.0.0.0, then the serial gateway operates in passive (listening) mode. See also GATEWAYPORT below.																																																																																	
GATEWAYPORT	92	W92	2	0	Serial Gateway Port. For active serial gateway this is the destination port to connect to (source port is random). For passive serial gateway it's the listening port. If the port number is 0, the serial gateway function is completely disabled.																																																																																	
BOOTTARGET	94	W94	2	"2K"	If this parameter is set to 0x0000 the firmware with the highest version will be started. If this parameter is set to a value highest version of the firmware with this target will be started. If the target is 3Q (like for the standard Exstreamer firmware) the value will be the ASCII code of this two characters 0x5133. The first character is the high byte.																																																																																	
Security settings	97	B97	1	0	Bit 0: not used Bit 1: disable factory defaults by button (0=enabled) Bit 2: disable remote update functionality (0=enabled) Bit 3: not used Bit 4: not used Bit 5: not used Bit 6: not used Bit 7: not used See also "Reset Button Function" B276																																																																																	

Parameter	Byte	Dynamic Name	Len	Default	Short Description
DHCP Host Name	98	S98	16		Name of the device sent in DHCP request. If not set, automatically generated name based on device's MAC address is sent. The string includes terminating zero.
Version Major	116	B116	1	1	Version Major value (do not change)
Version Minor	117	B117	1	3	Version Minor value (do not change)
Setupex Length	120	W120	2	894	Length of the extended setup (always 894)
Password Level 0	122	S122	8		Password reserved for future use, stored as a MD5 hash (first 8 bytes), all 0 means no password
Password Level 1	130	S130	8		Password used for viewing and changing the configuration, stored as a MD5 hash (first 8 bytes) all 0 means no password
Password Level 2	138	S138	8		Password reserved for future use, stored as a MD5 hash (first 8 bytes), all 0 means no password
Password Level 3	146	S146	8		Password reserved for future use, stored as a MD5 hash (first 8 bytes), all 0 means no password
Password Level 4	154	S154	8		SNMP read-only community. Stored as a MD5 hash (first 8 bytes). All 0 means no protection, i.e. the device accepts any community.
Password Level 5	162	S162	8		Password reserved for future use, stored as a MD5 hash (first 8 bytes), all 0 means no password
Priority Volume Control	240	B240	1	0	0 = use fixed priority volume "Priority volume" (see below), disable volume control during priority message 1 = same volume as the stream, allow volume control during priority playback
Minimum Volume	241	B241	1	0	Minimum volume allowed to be set by the user. This is also the mute volume. In 1% steps. Default 0%
Maximum Volume	242	B242	1	100	Maximum volume allowed to be set by the user. In 1% steps. Default 100%
Priority volume	243	B243	1	50	Priority message volume in 1% steps. Default: 50%
Volume	244	B244	1	50	Volume in 1% steps. Default: 50%
Balance	245	B245	1	0	Balance: -10...+10 -10 = full left 0 = center +10 = full right
Bass	246	B246	1	0	Bass: -10..+10
Treble	247	B247	1	0	Treble: -10..+10
Reserved	248		1		Reserved for further audio parameters

Parameter	Byte	Dynamic Name	Len	Default	Short Description
A/D Gain	249	B249	1	64	Attenuation of the line input signal on Exstreamer 205: 0 = mute 1 = -36dB 2 = -30dB 4 = -24dB 8 = -18dB 16 = -12dB 32 = -6dB 64 = 0dB
Audio buffer size	250	B250	1	0	Logarithmic audio buffer size. Valid values are: 16 = high buffer size: 65536 bytes (default) 15 = medium buffer size: 32768 bytes 14 = low buffer size: 16384 bytes 0 or any other value are interpreted the same way as the value 16 (high buffer size).
Reserved	251		1		Reserved for further audio parameters
Relay Function	252	B252..B267	16	0	Relay function for relays 1-16 (where supported by the hardware): 0: disabled (inactive) 1: always on 2: relay while operating (off while stand-by) 3: relay while non-priority playback 4: control by the source (via Shoutcast metadata/RTP extension) 5: relay while priority
Reserved	268		8	0	
Reset Button Function	276	B276	1	0	Configures the function of the reset button, possible values are: 0: normal function – device reset (default) 1: reset disabled (no function) 2: playlist control short press SONG+, long press (>=1sec) SONG- 3: channel control short press CHAN+ and play long press (>=1sec) CHAN- and play 4: volume control short press VOL+ long press VOL- This configuration does not influence the “Factory Defaults” function of the reset button, see also “Security Settings” B97

Parameter	Byte	Dynamic Name	Len	Default	Short Description
Media Configuration	277	B277b0, B277b1, B277b2, B277b3, B277b4, B277b5, B277b6, B277b7	1	0x02	This values can be added (the function is activated by setting the bit): 0x01: 0 – shuffle off, 1 – shuffle on 0x02: 0 – USB Autoplay off, 1 – USB Autoplay on 0x04: 0 – USB streaming: finish file before switching back to higher priority stream, 1 – switch as soon as the stream is available 0x08: not used 0x10: not used 0x20: not used 0x40: not used 0x80: 0 – SonicIP on, 1 – SonicIP off
Remote Update File Version	278	W278	2	0	Version of the last update-meta file processed. Internally used by the firmware. For further details see chapter 9_Remote Configuration and Update interface.
Web Server Port	283	W283	2	0	Port on which built-in web server is running. Range: 0...65535 (0 stands for standard port 80)
USB Serial Number	285	D285	4		Used for playlist position memory
RTP Priority Port	289	W289	2	0	RTP port for receiving priority messages. Range: 1...65535, 0 means disabled (default)
Priority buffer level	291	W291	2	300	Decoding latency with RTP protocol, in milliseconds. Theoretical range is from 0 to about 16000 ms. The minimum value is limited by a 2kB DSP buffer, which has to be always full. The maximum value is limited by the 64kB device buffer. When calculating the latency the jitter and possible lost frames have to be taken into account.
Channel Number	293	W293	2	1	Last channel number
URL1 Playlist Position	295	W295	2	0	Index (starting from 0) of the last playlist entry played on URLx.
URL2 Playlist Position	297	W297	2	0	
URL3 Playlist Position	299	W299	2	0	
URL1 Flags	301	B301	1	0	URL Flags: Bit 0: 1= increase the playlist position on reconnect/reboot, 0 = start with the same position Bit 1: 1= refresh URL even when it's currently playing and reconnect if playlist content changes Bit 2: 1=stop playlist playing after the first error, 0=stop only if all entries fail Bit 3: unused
URL2 Flags	302	B302	1	0	
URL3 Flags	303	B303	1	0	

Parameter	Byte	Dynamic Name	Len	Default	Short Description
					Bit 4: unused Bit 5: unused Bit 6: unused Bit 7: unused
SNMP SysName	444	S444	18		SNMP System Name. Default is empty.
SNMP SysLocation	462	S462	18		SNMP System Location. Default is empty.
Target Page	480	S480	17		This is a software field used by setup.cgi. It contains the target page to be displayed after device reboot. I.e. in rebooting.html.
IR Source	497	B497	1	1	IR receiver type: 0= Serial IR Dongle 1= Built-in IR receiver
Serial port usage	498	B498	1	1	Defines for what the serial port is used: 0 = serial GW 1 = VSC panel 2 = command port
UDP command port	503	W503	2	0	Receive port for UDP commands, 0 = disabled
TCP command port	505	W505	2	0	Receive port for TCP commands, 0 = disabled
TCP command port timeout	507	W507	2	0	Timeout in seconds on the TCP command port. If there is no activity (no data coming in) for the defined period then the TCP connection is closed by the Barix unit. Use 0 to disable (Barix device never closes the connection).
RTP latency	509	W509	2	600	Decoding latency with RTP protocol, in milliseconds. Theoretical range is from 0 to about 16000 ms. The minimum value is limited by a 2kB DSP buffer, which has to be always full. The maximum value is limited by the 64kB device buffer. When calculating the latency the jitter and possible lost frames have to be taken into account.
Preset	515	W515	2	0	User-specific storage, this parameter has no functionality. It can be used by the user for the web interface.
User-Agent	517	S517	32		HTTP/Shoutcast/Icecast User-Agent string If empty, default Streaming Client identification is used.

Parameter	Byte	Dynamic Name	Len	Default	Short Description
Triggered Playlist	570	S570	100		<p>Path to remotely triggered playlist.</p> <p>One file from the playlist is played and then playback returns to the standard URL1-3. Has lower priority than Priority message.</p> <p>Can be used i.e. for advertisement. See section 5.3 Triggered Message Playback for more details.</p>
Volume Offset	677	B677	1	0	<p>Output volume of the device can be offset to adjust the encoder-decoder path to 0dB.</p> <p>The Volume Offset is in dB units, stored in Setup as the value+128. E.g. +3dB offset is stored in Setup as 131.</p> <p>The Setup value 0 has a special meaning "auto". "Auto" presets the gain automatically according to the hardware.</p>
Decoding Speed Correction	680	i680	2	0	<p>Decoding speed correction factor in ppm (parts per million). This value is signed and allows fine tuning of the playback speed.</p> <p>A negative correction slows down the decoder, a positive value speeds up the decoder.</p> <p>NOTE: On Exstreamer 100, 110 and 200 a 48kHz audio stream/file can not be speeded up any more (can be only slowed down).</p>
Maximum Bitrate	682	W682	2	0	<p>Maximum desired bitrate in kbps for multi-bitrate streams.</p> <p>0 (default) means receive the highest available.</p>
UDP Reporting port	684	W684	2	0	UDP port where the device reports its Barimon status. 0 means disabled.
SNMP Target Trap IP address	686	B686, B687, B688, B689	4	0.0.0.0	SNMP Target IP (0.0.0.0 for disable SNMP)
Update Period	690	W690	2	720	Period in minutes how often to poll update information from a remote server. Range 1...1000. For further details see chapter 9_Remote Configuration and Update interface.
BARIMON Period	692	W692	2	5	Period in minutes how often to send device's status to the BARIMON server. Allowed values are in range 1...1000. For further details see chapter MTELL.
Stream Check Period	694	W694	2	1	Period in seconds how often the stream sources are checked for availability. Allowed values are in range 1...65535

Parameter	Byte	Dynamic Name	Len	Default	Short Description
Stream Max Check Period	696	W696	2	30	Maximal time period (in seconds) the stream sources are checked. Sources are periodically checked and the period is dynamically changed. This is the maximum value the period can reach. Default is 30 seconds.
URL1	700	S700	100		URL of first streaming source Default value: "http://www.barix.com/radio.m3u"
URL2	800	S800	100		URL of second streaming source
URL3	900	S900	100		URL of third streaming source Default value: "playlist.m3u"
HTTP proxy URL	1000	S1000	100		URL of HTTP proxy server.
Update URL	1100	S1100	100		Remote update URL. For further details see chapter 9_Remote Configuration and Update interface .
BARIMON URL	1200	S1200	100		URL of BARIMON server. For further details see chapter MTELL .

3 Application Programming Interface (API)

3.1 Command interface

Barix Streaming Client features a command processor with several interfaces: Serial, TCP, UDP, CGI (HTTP) and IR remote control. The serial, TCP and UDP command interfaces can be enabled or disabled, the CGI and IR command interfaces are always on. Commands are processed asynchronous to the audio stream.

The available commands are listed in section below. A general description of the command syntax follows:

- Commands are case sensitive
- General syntax: **<cmd> = <value>**
Where **<cmd>** is a single ASCII letter and **=** is the equal sign (ASCII 0x3D)
Example: **v=10** sets volume to 50%
- Multiple commands are concatenated using **&** (Ampersand, ASCII 0x26).
For example, to move to next song and set volume to 60% use: **c=4&v=12**.
The commands will be executed from left to right in sequence (not parallel).
- Commands from multiple sources (e.g. TCP and serial) are executed in parallel without defined order

3.2 CGI command interface

- Commands are passed to the **rc.cgi** script using the HTTP GET method
- Example for CGI WEB commands: **http://x.x.x.x/rc.cgi?c=99** (command for RESET on Streaming Client with IP address x.x.x.x)
- If “**L=**” is used a specific WEB page or file stored in the FLASH is returned in response, otherwise a blank page is returned
- Respect the common character set for URLs and encode “forbidden” characters.
- A CGI request should not exceed 1024 bytes.
- If password is set on the unit command execution is password protected.
A valid password must be sent with the “**a=**” command e.g.
http://x.x.x.x/rc.cgi?c=99&a=password or within the “Authorization” field of the HTTP request header

3.3 Serial command interface

- The serial command interface can be enabled via the WEB UI, by default is off
- The first serial port is used for communication using the configured speed and settings
- A command sequence is terminated by one of the following characters: 0x0A (ASCII LF), 0x0D (ASCII CR) or 0x00 (binary end of string)
- Unless “**L=**” is a part of the command string an answer “OK\r\n” (ASCII 0x4F, 0x4B, 0x0D, 0x0A) is returned in case of success or “ERROR\r\n” (ASCII 0x45, 0x52, 0x52, 0x4F, 0x52, 0x0D, 0x0A) in case of an error
- No authentication required, all commands and pages are accessible independent whether a password is set on the unit

3.4 TCP command interface

- The TCP command interface can be enabled via the WEB UI, by default is off
- commands are sent to a configured TCP port, only one client can be connected at a time
- the connection stays open until the client closes it or is closed by the Barix unit after configurable period of inactivity (timeout in seconds)
- A command sequence is terminated by one of the following characters: 0x0A (ASCII LF), 0x0D (ASCII CR) or 0x00 (binary end of string)
- If password is set on the unit the command execution is password protected. A valid password must be sent within each command sequence using “**a=**” command, e.g.: **a=password&v=10<LF>**
- Unless “**L=**” is a part of the command string an answer “OK\r\n” (ASCII 0x4F, 0x4B, 0x0D, 0x0A) is returned in case of success or “ERROR\r\n” (ASCII 0x45, 0x52, 0x52, 0x4F, 0x52, 0x0D, 0x0A) in case of an error (including password mismatch)

3.5 UDP command interface

- The UDP command interface can be enabled via the WEB UI, by default is off
- commands are sent to a configured UDP port
- commands are processed in sequences, there is one command sequence per UDP packet, maximum length of a command sequence is 512 bytes
- command sequence is either non-terminated or can be terminated by one of the following characters: 0x0A (ASCII LF), 0x0D (ASCII CR) or 0x00 (binary end of string)
- command response is sent in one UDP packet to the originating IP address and port; the source port is the UDP command port
- If password is set on the unit the command execution is password protected. A valid password must be sent within each command sequence using “**a=**” command, e.g.: **a=password&v=10<LF>**
- Unless “**L=**” is a part of the command string an answer “OK\r\n” (ASCII 0x4F, 0x4B, 0x0D, 0x0A) is returned in case of success or “ERROR\r\n” (ASCII 0x45, 0x52, 0x52, 0x4F, 0x52, 0x0D, 0x0A) in case of an error (including password mismatch)
- command response is truncated to 512 bytes

3.6 List of commands

Element	Description	CGI command
PLAY	Restarts current stream	c=1
NEXTSONG	If current source is playlist, next song starts playing.	c=4
PREVSONG	If current source is playlist, previous song starts playing.	c=5
SHUFFLEON	Shuffle on.	c=6
SHUFFLEOFF	Shuffle off.	c=7
MUTE	Toggle volume mute.	c=8
CHANNELINC	Increment channel number (see chapter 7 IR control interface).	c=15

Element	Description	CGI command
CHANNELDEC	Decrement channel number (see chapter 7 IR control interface).	c=16
VOLUMEINC	Increment volume by 2%	c=19
VOLUMEDEC	Decrement volume by 2%	c=20
TOGGLESUFFLE	Toggle shuffle.	c=30
CHANNELINC_2DIGIT	Increment channel number in the range 0 to 99, used internally with VSC panel	c=71
CHANNELDEC_2_DIGIT	Decrement channel number in the range 0 to 99, used internally with VSC panel	c=72
TOGGLEREPEAT	Toggle repeat. If repeat is on, plays the current song in a loop. Valid only for playlists.	c=77
DEFAULTS	Sets factory defaults (if enabled in security settings), preserves network settings and Sonic IP.	c=94
DEVICERESET	Hard reboot of the device.	c=99
BOOTLOADER	Starts the bootloader. The application will be left. It isn't running until the next reboot.	c=100
STANDBY	Switch the device into the stand-by mode (command suitable for the remote management).	c=101
RESUME	Abort the stand-by mode and resume normal operation (command suitable for the remote management).	c=102
TOGGLESTANDBY	Toggle the stand-by mode (suitable for the ON/OFF button on the remote IR controller)	c=103
SLEEP	Toggle sleep. If sleep function is activated, the device automatically switches into standby mode after 30min.	c=104
ICGRAPH_DISCOVERY	Does the same as L=discover.txt Used by IC Graph to discover the device via the command protocol.	c=65535
GETDYNFILE	The response is the dynamic file stored in a cob file with given name. Example: L=index.html	L=...
PASSWORD	Concatenate this command with the rest of the command sequence if the command interface is password protected. The password has to be added in plain text. Optionally the password can be provided as a part of the HTTP request header (the "Authorization" field)	a=...
PUSHDIGIT0 PUSHDIGIT1 --- PUSHDIGIT9	Push digit 0. Push digit 1. Push digit 9.	r=0 r=1 --- r=9 see chapter 7 IR control interface
BASSM10 BASSM09 --- BASSP00 --- BASSP09 BASSP10	Set minimum bass level set bass level to -9 set neutral bass level set bass level to +9 set maximum bass level	B=-10 B=-9 --- B=0 --- B=9 B=10

Element	Description	CGI command
BALM10 BALM09 --- BALP00 --- BALP09 BALP10	Set balance to full left set balance to -9 set balance to center set balance to +9 set balance to full right	b=-10 b=-9 --- b=0 --- b=9 b=10
TREBLEM10 TREBLEM09 --- TREBLEP00 --- TREBLEP09 TREBLEP10	Set minimum treble level set treble level to -9 set neutral treble level set treble level to +9 set maximum treble level	t=-10 t=-9 --- t=0 --- t=9 t=10
VOLUME00 VOLUME01 --- VOLUME20	Set minimal volume level (volume off). Set volume level 1. Set maximal volume level. One step is showed as 5%. The level 0 equals the 0%.	v=0 v=1 --- v=20
VOLUME_PERCENT	Sets volume in 1% steps. Minimal volume level (volume off). Set volume level 1%. Set volume level 2%. Set maximal volume level.	V=0 V=1 V=1 --- V=100
TRIGGERED_PLAYBACK	Remotely triggers playback of a file on the local storage. S=-1 triggers the playback of the next file from the configured playlist. S=N, where N is an integer number >=0, triggers playback of the N-th file. See section 5.3 Triggered Message Playback for more details.	S=-1 S=0 S=1 ...

4 WEB User interface

4.1 User Interface Development Kit

With the “User Interface Development Kit” you can design your own web pages (skin) and modify the answers to your needs.

The “UI Development Kit” is included in the “Streaming Client Update Kit” which is available on www.barix.com.

Change to the contained folder **uidevkit**.

The folder **streamapp** holds the original HTML files you need for the web pages, the answer text files, lookup files (ini), graphics and sounds as well as the default configuration file **config.bin**.

You can simply edit these files and/or add new ones.

Note: Filenames must not start with **rc.cgi** or **setup.cgi**.

Web2cob tool

To generate the **streamapp.cob** file start the batch **streamapp.bat** which uses the packaging tool **web2cob.exe**.

Only .cob files up to 192 kilobytes are supported by the Streaming Client.

For the upload of the .cob file to the device, go to the configuration page of the device and click on the button “Update”.

After the device has rebooted and the update page appears, click on “Advanced Update”.

Enter the correct Target (check the flash memory usage table) in upper case letters. Select the cob file you want to upload and hit the “OK” button.

Click on the “Upload” button.

Rules:

- If you upload a .cob file to already used pages the current content will be overwritten
- The web server in the device sees all the targets (.cob files) as one directory
- If two files in different .cob files have the same name then the one from the lower page is chosen.

After the upload reboot the device and reload the modified page in the browser to see the changes.

Depending on the browser's cache strategy, sometimes it's needed to close and reopen the browser to see the changes.

Original UI Files

The web interface (and the firmware) need at least the following files (more example files might be included):

Type	Filename.extension	Description
Styles		
CSS	basic.css	Generic font settings for defaults, reboot, update and status pages
CSS	help.css	Styles for the help column (right hand column)
CSS	menu.css	Styles for the configuration menu (left hand column)
CSS	settings.css	Styles for the configuration forms (middle column)

Type	Filename.extension	Description
CSS	vumeter.css	Style for VU-meter on the home page
Basic frameset		
HTML	index.html	Main page of the web server, frameset including the frames: menu, uifstatus, empty. "empty" is a hidden frame that receives the answer of the CGI commands
HTML	menu.html	Horizontal menu and Streaming Client logo frame on the top of the page
Image	barix.png	Barix logo
"Home" page		
HTML	uifstatus.html	"Home" page: the frameset
HTML	uihstatus.html	"Home" page: the help (right hand column)
HTML	uistatus.html	"Home" page: the runtime device status
HTML	keyboard.html	"Home" page: the device control (left hand column)
Image	remote_512.jpg	Image of the remote control - for keyboard.html
Image	o0.gif	Relay status indicator: inactive (gray square)
Image	o1.gif	Relay status indicator: active (green square)
Image	o9.gif	Relay status indicator: not available (white square)
Javascript	cmd.js	Scripts to send commands from remote control (keyboard.html) to the device.
Javascript	update.js	Scripts for background update of the "Home" page
Javascript	vumeter.js	VU-meter object for graphical display of peak levels, buffer level and volume.
Text	realtime_status.txt	Realtime status parameters fetched by update.js
Configuration		
HTML	uifbasic.html	Basic Settings: the frameset
HTML	uibasic.html	Basic Settings: the form with parameters
HTML	uihbasic.html	Basic Settings: the help (right hand column)
HTML	uimbasic.html	Basic Settings: the menu (left hand column)
HTML	uifadvanced.html	Advanced Settings: the frameset
HTML	uiadvanced.html	Advanced Settings: the form with parameters
HTML	uihadvanced.html	Advanced Settings: the help (right hand column)
HTML	uimadvanced.html	Advanced Settings: the menu (left hand column)
Javascript	util.js	Javascript functions to check the input values in the configuration (Basic and Advanced Settings)
Javascript	visual.js	Javascript functions to show/hide configuration pages in Advanced Settings
Logout		
HTML	uilogout.html	logout page
Reboot		
HTML	uifreboot.html uireboot.html uihareboot.htmlII	Page for device reboot: frameset, content and help
HTML	rebooting.html	Page shown while the device is rebooting

Type	Filename.extension	Description
Image	4to0.gif	Countdown while the device is rebooting
HTML	uirdefaults.html uirloader.html uirreboot.html uirupdate.html	Shown after pressing “apply” or during reboot of the device
HTML	uirdefaults1.html uirreboot1.html	Shown after the device is successfully rebooted
Update		
HTML	uifupdate.html uiupdate.html uihupdate.html	Firmware update: frameset, content and help
HTML	update.html	Forwarding page to hide the command for the update
HTML	uifloader.html uihloader.html	Shown after the device comes into the bootloader: frameset and help
Factory defaults		
HTML	uifdefaults.html uidefaults.html uihdefaults.html	Factory defaults: frameset, content and help
Status page		
HTML	ixstatus.html	Frameset for the status page
HTML	status	Status page showing all configuration and useful run time parameters
Sonic IP files		
Sound	0.mp3	Sonic IP: spoken “0”
Sound	1.mp3	Sonic IP: spoken “1”
Sound	2.mp3	Sonic IP: spoken “2”
Sound	3.mp3	Sonic IP: spoken “3”
Sound	4.mp3	Sonic IP: spoken “4”
Sound	5.mp3	Sonic IP: spoken “5”
Sound	6.mp3	Sonic IP: spoken “6”
Sound	7.mp3	Sonic IP: spoken “7”
Sound	8.mp3	Sonic IP: spoken “8”
Sound	9.mp3	Sonic IP: spoken “9”
Sound	dot.mp3	Sonic IP: spoken “dot”
Configuration and other files		
Binary	config.bin	Factory default settings. The file is binary and it is an exact mirror for the EEPROM Setup record
Text	channels.ini	textual description of channels
Text	discover.txt	File returned in answer to c=65535 command. Used by IC Graph.
Text	inputs.txt	File containing a comma separated list of values of first 8 digital inputs. Value meaning: 0 = input activated or not present 1 = input not activated Further, for 4-state inputs: 2 = short circuit 3 = not connected

Type	Filename.extension	Description
Text	mimetype.ini	MIME type database for the WEB server, see section “The WEB Server” below
Text	remote.ini	lookup file for IR commands, see section File “remote.ini”
Text	SONICIPVERSION	for the version number of SonicIP implementation
Text	STREAMAPPVERSION	for the version number and the history of Streaming Client
Text	update.ini	lookup file for names used in remote controlling, see section File “update.ini”
Text	ex110.ddf vsc.ddf	Display definition files for Exstreamer 110/120 and VSC panel; see section Display interface

4.2 The WEB Server

The Firmware runs two WEB server processes, which by default serve incoming HTTP requests on TCP port 80. The port number can be changed by setting the W263 parameter in Setup (see the Web Server Port parameter on page 15).

Mimetype.ini

To return a proper MIME type for each file, a database of valid MIME types is held in the FLASH file **mimetype.ini**. This text file contains a translation table from file extension to a MIME type. The MIME type database should be updated in case new file types are added to the WEB UI. If the file extension is not recognised, no MIME type description is returned to the browser and it is upon the browser to interpret the data correctly or to guess the file format.

The format of the MIME database is following:

- each file extension/MIME type pair is on a separate line
- lines are terminated by CR/LF (ASCII 0x0D 0x0A) or a single LF (ASCII 0x0A)
- the file content is case-sensitive
- a line starts with the file extension (without the leading dot and in the proper case), followed by a single space character (ASCII 0x20) and by the MIME type
- the line order is not significant

Default content of the **mimetype.ini** file

```
html text/html
gif image/gif
jpg image/jpeg
png image/png
js application/x-javascript
mp3 audio/x-mpeg
css text/css
```

Backwards compatibility

Please note that in the Streaming Client versions prior to 02.09 the MIME types were statically stored in the FLASH files by the **web2cob** tool at the creation time of the COB file. To avoid conflict with the previous versions the file **webuidevkit/mimetype.ini** in the rescue kit must be kept empty. The new

`mimetype.ini` file (as described above) resides in the `webuidevkit/streamapp/` directory.

4.3 Dynamic Web Pages

Web pages can include dynamic values. Dynamic Web Pages are built in HTML or XML or in an other text file format that exclude the binary character 0x00, i.e. the dynamic page can be an HTML file. It's possible to use scripts or everything else allowed in the given document's file format.

Initial Dynamic Mark

In order to indicate that Web page is dynamic, it has to contain the special initial dynamic mark `&L(0,"*")`; in the first 500 Bytes and before any other dynamic value is used. The initial mark can also have decimal number as its optional third parameter. Example of such initial mark is `&L(0,"*",1)`.

The third parameter is parsed bitwise and has the following meaning:

- bit 0 is reserved for backwards compatibility and can be set to any value
- bits 1-3 select the password level (as a 3-bit number), which protects this page; 0 for no password protection
- bits 4-6 are reserved for future use and should be set to 0
- bit 7 is reserved for backwards compatibility and can be set to any value

Syntax of Dynamic Marks

Dynamic marks can be used to put dynamic values in Web pages. All dynamic marks have the following syntax: `&L<name>(<id>,<format>[,par])`; A dynamic mark always starts with &L and it is always case sensitive.

- `<name>` selects a group of dynamic values. Defined is the "Setup" group for all configuration parameters and the "State" group for actual parameter states. Remaining parameters are included in parentheses, with the right parenthesis followed by a semicolon.
- `<id>` determines the desired function.
- `<format>` is a C-style format string (refer to the ANSI documentation).
- `<par>` are optional additional parameters. If additional parameters are needed, it is mentioned in the function lists below.

Note: The string ");;" is not allowed inside a dynamic mark.

To have this construct inside the format string, use ");\" (in an unknown escape sequence, only the '\" will be removed).

To have a "%" sign (percent sign) inside the format string, use "%%" (two signs without space).

The whole mark is replaced by the dynamic value formatted with the `<format>` string. Only one value is allowed per dynamic mark. The length of the dynamic mark mustn't exceed 500 characters. The resulting string from the dynamic mark must not exceed 500 characters.

A dynamic mark can be contained in an another dynamic mark. Only one recursion step is allowed and correct "escaping" has to be applied. Example:

```
&LSetup(3,"%s",419,B,!0,"<meta http-equiv=refresh  
content=\"&LSetup(1,"%u",419)\"; url=info.html\"");
```

Note the special "\\" before the semicolon of the dynamic mark inside. This is because the escape sequence is interpreted as only a semicolon and is needed in order to include the prohibited sequence ");;" inside a dynamic mark.

List of Dynamic Mark IDs for &LSetup

ID	Type	Description
1	Function	Print setup value 3. [par]: Address (decimal) of the value in the setup 4. [par]: Type of the value (B for unsigned byte, W for word, D for double word, c for char/signed byte, b for bit numbered from 0 to 7, e.g. b3 for the fourth bit). If this parameter isn't available the type will be B. e.g. &LSetup(1,"%08lx",315,D); as hexadecimal value with 8 characters and leading zeros e.g. &LSetup(1,"%lu",311,D); as unsigned long decimal value
2	Function	Print Netmask Byte 3. [par]: Address (decimal) of the value in the setup 4. [par]: Byte number of the Netmask IP address byte starting with 0 for the first left byte and incremented by one for the next bytes
3	Function	Print string if equal Compares a Setup entry with a value and outputs a string if the condition is true. 3. [par]: Address (decimal) of the value in the setup 4. [par]: Type (see id 1 above) 5. [par]: value to compare. By default compared as "x=y". Alternatively operators !, > or < can be prepended to the value (no spaces between) to compare "x!=y", "x>y" or "x<y" 6. [par]: string for output if value at address is equal to 5. [par]
4	Function	Print string 3. [par]: Address (decimal) of the value in the setup
5	Byte (integer)	Firmware Version Major
6	Byte (integer)	Firmware Version Minor
7	Byte (integer)	Bootloader Version Major
8	Byte (integer)	Bootloader Version Minor
9	Function	Prints the version out of a standard version file in a *.cob application 3. [par]: name of the version file 4. [par]: 1 for major version number (byte), 0 for minor version number (byte)
10	Byte (integer)	year of the firmware build (only decade), BCD coded, use %02x to print
11	Byte (integer)	month of the firmware build, BCD coded, use %02x to print
12	Byte (integer)	day of the firmware build, BCD coded, use %02x to print
13	Byte (integer)	sg.bin (Audio and Utility library) Version Major
14	Byte (integer)	sg.bin (Audio and Utility library) Version Minor
15	Byte (integer)	fs.bin (USB file system) Version Major
16	Byte (integer)	fs.bin (USB file system) Version Minor
17	String	sg.bin (Audio and Utility library) date of the build
18	Byte (integer)	reserved

ID	Type	Description
19	Byte (integer)	reserved
20	Byte (integer)	fs.bin (USB file system) year of the build (only decade), BCD coded, use %02x to print
21	Byte (integer)	fs.bin (USB file system) month of the build, BCD coded, use %02x to print
22	Byte (integer)	fs.bin (USB file system) day of the build, BCD coded, use %02x to print
23	Function	<p>Print “selected” on condition</p> <p>Compares a Setup entry with a value and outputs “selected” if the condition is true. Used in <select> WEB forms.</p> <p>Parameter 2 is ignored and can be set to an empty string("")</p> <p>3. [par]: Address (decimal) of the value in the setup</p> <p>4. [par]: value to compare. By default compared as “x=y”. Alternatively operators !, > or < can be prepended to the value (no spaces between) to compare “x!=y”, “x>y” or “x<y”</p>

List of Dynamic Mark IDs for &LState

ID	Type	Description
1	Function	<p>Print status variable</p> <p>3. [par]: Variable index, see the parameters table below, e.g. &LState(1,"%s",12); prints out device's MAC address</p>
2	Function	<p>Print string if condition is true</p> <p>3. [par]: Index of the variable to be compared, see the parameters table below</p> <p>4. [par]: value to compare. Variable is compared with the value “if equals”, the prefixes !, > or < can be used to change the comparison (no spaces between allowed). If comparing variable with a string, the string has to be quoted (e.g. “string”)</p> <p>5. [par]: string to output if condition is true. The string has to be quoted.</p>

List of Dynamic Mark Parameters for &LState

Par	Type	Description
0	Boolean (Int.)	File system present (1 if present)
1	Integer	File system type (0,1,2,4,8) 0=unknown, 1=FAT12, 2=FAT16, 4=VFAT, 8=FAT32
2	Integer	File system serial number
3	Integer	Audio volume in 1% steps
4	Integer	Current stream number (or 99 for priority stream)
5	Integer	Last error (number)
6	Integer	Audio buffer level
7	Integer	Lost frames counter. Resets with every RTP stream (reconnect or a new sequence of frames).
8	Integer	Soft error counter
9	String	Current URL ("PRIORITY" when receiving priority stream, "STDBY" when in standby mode)
10	Integer	Stream bit rate in kilobits per second

Par	Type	Description
11	Integer	Reconnection counter
12	String	Device's MAC address (each byte separated by a colon e.g. 00:08:E1:00:3D:90)
13	String	Current IP address (four numbers, dot separated, without leading zeroes)
14	Integer	USB device vendor ID
15	Integer	USB device product ID
16	Integer	USB device class
17	Integer	USB device subclass
18	Integer	USB interface class
19	Integer	USB interface subclass
20	Integer	USB device's max. power consumption in milliamperes
21	Boolean (Int.)	USB device attached
22	Integer	USB device capacity in kilobytes
23	Integer	Number of audio bytes transferred to the codec since playback start
24	Integer	Current channel number
25	String	Current netmask (four numbers, dot separated, without leading zeroes)
26	String	Current gateway address (four numbers, dot separated, without leading zeroes)
27	String	Current address of the first nameserver (four numbers, dot separated, without leading zeroes)
28	Integer	Hardware identification (hardware type)
29	Boolean (Int.)	Shuffle – current state
30	Boolean (Int.)	Repeat – current state
31	Integer	Number of relays supported by the current hardware
32	Integer	Player process status: 0=idle, 1=buffering, 2=playing
33	Integer	Stand-by mode: 0=off (normal operation), 1=on (stand-by)
34	String	Song title: Title of the currently played song/Name of the internet radio station.
35	Integer	Duration of the current data in the audio buffer in milliseconds (for RTP streaming only).
36	Integer	Number of dropped frames due to the RTP buffer management (can indicate that the encoder runs faster than the decoder). Resets with every RTP stream (reconnect or a new sequence of frames).
37	Integer	Number of duplicated frames due to the RTP buffer management (can indicate that the encoder runs slower than the decoder). Resets with every RTP stream (reconnect or a new sequence of frames).
38	Integer	Average duration of the data in the audio buffer in milliseconds (for RTP streaming only).
39	Integer	System uptime in milliseconds
40	Integer	System uptime in seconds
41	Integer	Time of the occurrence of the last error (in seconds)

Par	Type	Description
42	Integer	Currently decoded audio format: 0 = MP3 1 = u-Law 2 = A-Law 3 = PCM 5 = WMA 6 = Ogg Vorbis 7 = AAC/AAC+
45	Integer	IPAM identification (module type)
46	Integer	Flash memory size in kB
47	Boolean (Int.)	Remote firmware update: 0 = not available (flash too small) 1 = available
49	Integer	Left audio output channel quasi peak in dBFS
50	Integer	Right audio output channel quasi peak in dBFS
51..6 6	Integer	Current state of the relay 1..16: 0=not activated 1=activated 9=not available on the hardware
1000 ..	Integer	Access to device I/O registers. Returns the value of I/O register "par-1000". See complete I/O table for each hardware device in ABCL Technical Documentation.

4.4 Configuration via HTML Pages

The HTML pages for the device configuration use the “dynamic web page” functionality. All of the configuration parameters are placed in HTML forms and are transferred by the “POST” method. Input values can be checked by Javascript to prevent incorrect values (see example below). Not all configuration parameters have to be present in the form. It is possible to have only a part of the configuration on a web page. The form has to start with the following three tags:

```
<form method=POST action=setup.cgi target="empty">
<input type="hidden" type="text" name=S480 value=_target_>
<input type="hidden" type="text" name=L value=rebooting.html
target=_top>
```

Please note that the above example illustrates the default WEB UI HTML set. It is possible to design custom pages with a different structure, then the targets of the form and of the **rebooting.html** as well as the answer page can be different.

After submitting the configuration the page **rebooting.html** is returned while the device reboots. On error the respective error code is returned without displaying the page **rebooting.html**.

The page **rebooting.html** contains a count-down timer and a redirect back to the configuration page. The value **_target_** specifies the name of the page to be redirected to (without the “.html”; i.e. “uisettings”) and should correspond to the name of the HTML file. I.e. in **uinetwork.html** the value contains:

```
<input type="hidden" type="text" name=S480 value=uinetwork>
```

Please note that the maximum length of the target page is 16 characters. To prevent collision and a potential damage of the configuration in case of simultaneous access only one client is allowed to access **setup.cgi** at a time.

Examples

The following example shows how to implement a form field for the configuration value of the highest byte in the 'own IP address'. The input element name is a defined string, which has to be handled with care. The type character **B** stands for an unsigned value. **0** is the address of the expected configuration parameter . The value is a dynamic mark. The string **onChange=IPCheck(this)** will call the Javascript **util.js** to check if the value entered is in the range of 0 to 255.

```
<input name=B0 size=3 maxlength=3 value=&LSetup(1,"%u",0);  
onChange=IPCheck(this)>
```

In the next example the name selects the configuration parameter "DHCP Host Name".

```
<input name=S98 size=15 maxlength=15 value=&LSetup(4,"%s",98);>
```

This example shows how to implement a form field for the configuration of the Netmask. The names for the bytes of the Netmask are **N8B0**, **N8B1**, **N8B2** and **N8B3**. **8** is the address of the Netmask in the configuration memory. The value after the **B** is the byte number of the byte in the Netmask starting with **0** for the first byte at the left. This special handling for Netmask is needed because the Netmask is stored in one byte and not like the IP address in 4 bytes. The string **onChange=netMaskCheck(this)** will call the Javascript **util.js** to check if the value entered is in the correct range.

```
<input name=N8B0 size=3 maxlength=3 value=&LSetup(2,"%u",8,0);  
onChange=netMaskCheck(this)>
```

The next example shows how to implement a form field for the configuration of the parameter "Volume" as a selection. If the value of the configuration parameter is equal to the second last parameter in the dynamic mark it will be replaced by the last parameter of the dynamic mark.

```
<select size=1 name=B244>  
    <option value=0 &Lsetup(3,"%s",244,B,0,"selected");>0</option>  
  
    <option value=1 &Lsetup(3,"%s",244,B,1,"selected");>5</option>  
    .....  
    <option value=19  
&Lsetup(3,"%s",244,B,19,"selected");>95</option>  
    <option value=20  
&Lsetup(3,"%s",244,B,20,"selected");>100</option>  
</select><font size=2>
```

This example shows how to implement radio buttons for the configuration parameter 'Sonic IP'.

The functions of the dynamic marks are equal to the example above.

```
<input type=radio name=B277b7 value=0&LSetup(3,"%s",277,b7,0,"  
checked");>Yes  
<input type=radio name=B277b7 value=1&LSetup(3,"%s",277,b7,1,"  
checked");>No
```

To transmit the new configuration data to the device the submit input type of the form is used.

```
<input type=submit value=" Apply ">
```

By pressing the Apply button the new configuration data will be transferred to the device. It will store the new data to its configuration memory (EEPROM).

After this it sends the answer (see above) to the browser and reboots itself to apply

the new configuration.

Passwords are hashed (MD5) and stored in memory and set using the name **Px**, where **x** stands for the password level.

If the password is set already, the old password must also be supplied (with the name **Px**) together with the new password using the name **Px.1** (P level dot one).

```
<tr>
  &Lsetup(3,"%s",130,D,0,
  <td><b><font size=2>Set Password</font></b></td>
  <td><input name=P1 size=18 maxlength=25 type=password
value=></td>
  ");
  &Lsetup(3,"%s",130,D,!0,
  <td><b><font size=2>Old Password</font></b></td>
  <td><input name=P1 size=18 maxlength=25 type=password
value=></td>
</tr>
<tr>
  <td><b><font size=2>New Password</font></b></td>
  <td><input name=P1.1 size=18 maxlength=25 type=password
value=></td>
  ");
</tr>
```

Px and **Px.1** can also be used for remote configuration.

Form element names

- If the value is an unsigned integer (1 byte) the first character is a **B**.
- If the value is an IP address the first character is an **I**, the complete IP address can be set as a string at once e.g.:
I0=192.168.1.2 (same as **B0=192 B1=168 B2=1 B3=2**) for IP address
I4=192.168.1.1 (same as **B4=192 B5=168 B6=1 B7=1**) for Gateway IP address
- If the value is a Netmask the first character is an **N**, e.g.:
N8=255.255.255.0 (same as **N8B0=255 N8B1=255 N8B2=255 N8B3=0**)
- If the value is a string the first character is an **S**.
- If the value is a word (2 bytes) the character is a **W**.
- If the value is a signed integer (2 bytes) the character is an **i**.
- If the value is a double word (4 bytes) the first character is a **D**.

The following decimal value in the name is the address of the configuration parameter (see chapter [_](#)).

To set a bit in a configuration parameter (e.g. Media Configuration) add the character **b** followed by the number of the bit (starting at 0), e.g.:
b7 for the 8. bit in the byte.

Examples of names:

- **B0** first (left) byte of the configuration parameter 'own IP address'
- **B1** second byte of the configuration parameter 'own IP address'
- **N8B0** first (left) byte of the Netmask
- **N8B1** name of the second byte of the Netmask
- **N8** Netmask
- **S98** DHCP Host Name
- **B277b7** Sonic IP

5 Streaming Settings

5.1 Streaming URLs

This chapter gives an overview of the supported URL protocols. The general URL syntax is:

protocol:// user : password @ address : port / path

Protocol	Description	Example
file://	Local file playback (from USB storage or an SD card). Prefix is followed by a full path to a file or playlist. The “ file:// ” prefix can be omitted.	file:///music/backup.m3u
http:// icy:// icyx://	HTTP or Shoutcast/Icecast protocol. An IP/DNS address must be provided, usually is followed by a path to a playlist, file or stream. A specific TCP port can be provided, otherwise standard port 80 is used. In case user name/password are provided then the Streaming Client authenticates itself to the server with the credentials.	http://www.barix.com/radio.m3u
rtp://	Real-time Transport Protocol. Requires an IP/DNS address and a UDP port. The address can be: <ul style="list-style-type: none">• 0.0.0.0 – any stream coming to the configured port is played• multicast address – Streaming Client subscribes to the multicast group and plays the stream unicast address – only stream from that specific address is played (source address filtering)	rtp://0.0.0.0:3030
brtp://	Barix extension to RTP to pull a stream. Requires an IP/DNS address and a UDP port. The address must be a unicast or multicast address. The Streaming Client sends a request for RTP stream to the configured address and then plays the incoming stream.	brtp://
null://	Special URL that does not output anything and is always present. Can be used in playlists to mute the output. E.g. if you use dynamically generated playlists with channels and want to make certain channels unavailable to specific customers/devices.	null://
line://	Line input on Exstreamer 205. This URL is “present” only if channel 0 is selected. It passes analogue signal from the line input to the speakers. To use line input on channel 0 and other channels for streaming put “line://” into URL1 and your stream URL into URL2. NOTE: the volume does not affect the line-in signal strength, the signal is passed at fixed volume level. An additional attenuation can be configured in the “Audio and Playback” section of the Advanced settings.	line://

5.2 URL Variable Substitution

URLs may contain variables which are processed and substituted by their values. Variables have syntax **\$NAME\$**, where name consists of printable upper case characters other than '\$'. Following variable names are defined:

Name	Description	Example
MAC	Device MAC address (12 digits in hexadecimal notation with no separators, A..F digits in capital letters)	0008E1002B0E
IP	Device IP address (four numbers, dot separated, without leading zeroes)	192.168.2.202
NAME	DHCP Host name (ASCII string configured in network settings)	XSTREAM1
NUM	channel number (three digits)	003

When the device is fetching a stream then the above variables will be substituted. This allows for specific tasks like identification, zoning and logging of the device. The variable **\$NAME\$** for example could be used to group several devices to a zone which will be supplied with different streams by the server analyzing the name of the fetching device.

Example:

- URL1: **http://myserver.com:4567/device.cgi?zone=\$NAME\$&id=\$MAC\$&logip=\$IP\$**
- URL1: **http://myserver.com:4567/device.cgi?channel=\$NUM\$&id=\$MAC\$&logip=\$IP\$**

The variable **\$NUM\$** can also be used to select numbered playlists stored on a USB memory stick using the IR remote control.

5.3 Triggered Message Playback

Streaming Client supports playback of files from a local storage triggered remotely via Shoutcast or by a command. This can be useful e.g. for playing local adverts, pre-recorded announcements, etc. To use this feature enter a playlist name in the Priority section of Advanced Settings.

The following special names in StreamTitle section of Shoutcast metadata (song name) are recognised:

- **BARIX song next** : plays next song from the priority playlist
- **BARIX song N** : where N is an integer number, plays N-th file from the playlist. N counts from 0.

Further, the playback can be triggered with the **S=N** command:

- **S=-1** : plays the next song from the priority playlist
- **S=N** : where N is an integer number, plays N-th file from the playlist. N counts from 0.

When such a trigger is received, the current playback (URL1-3) stops, the requested file from the local playlist is played and when the file ends then the normal playback (URL1-3) starts again. The triggered playback is considered as priority and therefore also "Priority message" appears on device's display.

If Shuffle is on the "next song" command picks up a random song. The play N-th file command is not affected by shuffle.

NOTE 1: Please note that the triggered playback cannot be interrupted, therefore the files should be reasonably short.

NOTE 2: Triggered playback and priority message work exclusively. If a priority message is being received then triggered playback is ignored and vice versa.

NOTE 3: It is important that Streaming Client receives the Shoutcast trigger only once, otherwise the message will be repeated.

6 Audio Formats

6.1 RTP

Audio format is automatically detected from payload type of the incoming RTP stream (on both standard and priority stream). The following table provides an overview of the formats recognized by Streaming Client.

Payload type	Audio Format
0	μ-Law, 8bit, mono, 8kHz
8	A-Law, 8bit, mono, 8kHz
9	G.722, mono, 16kHz
10	PCM 16bit, MSB first, signed, 44.1kHz stereo, left channel first
11	PCM 16bit, MSB first, signed, 44.1kHz mono
14	MPEG audio
96	PCM, 16bit, MSB first, signed, 8kHz mono
97	μ-Law, 8bit, mono, 24kHz
98	A-Law, 8bit, mono, 24kHz
99	PCM, 16bit, MSB first, signed, 24kHz mono
100	μ-Law, 8bit, mono, 32kHz
101	A-Law, 8bit, mono, 32kHz
102	PCM, 16bit, MSB first, signed, 32kHz mono
103	PCM 16bit, MSB first, signed, 48kHz stereo, left channel first
104	PCM, 16bit, LSB first, signed, 8kHz mono
105	PCM, 16bit, LSB first, signed, 24kHz mono
106	PCM, 16bit, LSB first, signed, 32kHz mono
107	PCM 16bit, LSB first, signed, 44.1kHz stereo, left channel first
108	PCM 16bit, LSB first, signed, 48kHz stereo, left channel first
109	μ-Law, 8bit, mono, 12kHz
110	A-Law, 8bit, mono, 12kHz
111	PCM, 16bit, MSB first, signed, 12kHz mono
112	PCM, 16bit, LSB first, signed, 12kHz mono
126	AAC ADTS

AAC over RTP

As there is no standard for AAC in RTP yet, the format depends on the vendor. Two major formats of AAC encapsulation are used on the network: RAW and ADTS.

Streaming Client is capable to decode RTP with AAC encapsulated in ADTS. Set your AAC encoder device to:

- payload type 126
- AAC encapsulated in ADTS format; RAW is not supported

Both PS (parametric stereo) and SBR (spectral band replication) are supported in AAC/AAC+ decoding.

7 IR control interface

When using IR Remote Control, make sure there is line of sight between the IR Serial receiver and the IR Remote control.

IR Buttons

With the default factory configuration, following buttons can be used:

- +VOL/-VOL – Volume up/Volume down
- +SONG/-SONG – Next song/Previous song (for use with playlists)
- SHUFFLE – Toggles the Shuffle Play Mode
- The digit buttons (0..9) and the Play button (π) can be used to select channel number.
- Buttons PLIST+ and PLIST- increase/decrease the channel number by one. To start playback of the selected channel, the Play button has to be pressed.
- MUTE – Toggles volume mute
- ON/OFF – Toggles the Stand-by mode, see below

Channel Selection

The channel number can be used as a part of the source URL (see chapter [5.2 URL Variable Substitution](#) for details). The channel number is common for all three source URLs.

Last three digits pressed within five seconds before pressing π are set (from left to right) as the channel number.

If less than three digits were pressed within five seconds before π , remaining positions (from left) are filled with the current channel number (reverted).

The channel number can be also selected by pressing PLIST+/PLIST- buttons, which increase/decrease the channel number. After channel selection, the Play button MUST be pressed to confirm the selection.

If multiple sources are configured, the Play button (π) forces playback restart from URL1 (without checking the actual availability of URL1). This can be useful if a backup USB stream is playing and the selected channel (higher priority network stream) is not available – the Play button aborts the USB playback and forces the network stream to play.

The current channel number is stored in Setup (W293) and retrieved after reboot.

Examples:

- After pressing 2,3, π the channel number will be 023
- After pressing 1,4,5,6,7, π the channel number will be 567
- Playing channel 15; after pressing PLIST-, PLIST-, π the channel number will be 13

Stand-by Mode

To reduce network bandwidth usage and decrease associated costs for transferred data, the device features Stand-by Mode. In this mode the device stops checking source availability and streaming (including playback from USB source) and goes idle. The Remote Configuration and Update function, Barimon and SNMP monitoring, Web server, IR remote control as well as Priority message stay active in the Stand-by Mode.

Stand-by Mode can be toggled by the ON/OFF button on the IR remote controller or externally triggered by issuing the STANDBY or RESUME command (e.g. using the Remote Configuration and Update function). A typical usage is e.g. in instore applications during closing-time.

File “remote.ini”

The commands triggered by each button of the IR Remote Control can be user defined. To upload the altered **remote.ini** file follow the procedure described in

chapter 4.1 User Interface Development Kit. The **remote.ini** file in the sub folder **webuidevkit/streamapp** contains the commands for each button in a separate line. The file format is comma-separated and the values are case-sensitive. Don't write spaces between the separation, the only space needed is the one after the IR coding token ("NE: " stands for NEC coding). Every line that doesn't contain an IR remote control command is handled as a comment.

- The first field is the IR remote control code sequence received from the remote control (e.g. "NE: **00FE7887**" for the play button).
- A "*" in the second field tells the IR handler that this button is accepted for repetition (as defined for Volume + and Volume -).
- The third field is not used and should be empty.
- The fourth and following fields contain commands. The commands can be chained using the ampersand ('&') character. The commands are executed in the given sequence.
- In fourth field, an "L" followed by a decimal number tells to the IR handler to switch to numbered level for the next command. To select the command for the corresponding level, simply add more fields to the end of the line for that button. The fifth field is for the level 1, the sixth field is for the level 2 and so on. The maximal level is 255. The selected level is declined after 2 seconds or when the next button is pressed.

Example: Execute NEXTSONG command upon pushing the +SONG button on the remote control when in level 0: "**NE: 00FE48B7,,,c=4**"

Channel number selection can be implemented using IR Remote Control. There is a three digit buffer in the firmware, that can be used with "r=x" and "c=1" commands. The "r=0"..."r=9" commands push digits to the buffer and the "c=1" command sets the value of the NUM variable to the current value of the buffer. The buffer is cleared to the "currently being played" value if no digit have been pressed for 5 seconds.

Excerpt of the remote.ini file contained in the "Streaming Client Update Kit"

Exstreamer Remote Control NEC 00FE

```
NE: 00FE7887,,,c=1
NE: 00FE08F7,,,c=2
NE: 00FED827,,,c=3
NE: 00FE48B7,,,c=4
NE: 00FE6897,,,c=5
NE: 00FEF807,,,c=8
NE: 00FE00FF,,,c=15
NE: 00FEB04F,,,c=16
NE: 00FEA857,*,,c=19
NE: 00FEC837,*,,c=20
NE: 00FEB847,,,c=30
NE: 00FE38C7,,,c=77
NE: 00FE30CF,,,r=0
NE: 00FE40BF,,,r=1
NE: 00FEC03F,,,r=2
NE: 00FE20DF,,,r=3
NE: 00FEA05F,,,r=4
NE: 00FE609F,,,r=5
NE: 00FEE01F,,,r=6
NE: 00FE10EF,,,r=7
NE: 00FE906F,,,r=8
NE: 00FE50AF,,,r=9
NE: 00FED02F,,,s=
NE: 00FE8877,,,c=104
NE: 00FE807F,,,c=103
```

Barix IR Remote Control Button Assignment

Button	IR code sequence	Button	IR code sequence
0	NE: 00FE30CF	*	NE: 00FED02F
1	NE: 00FE40BF	#	NE: 00FE8877
2	NE: 00FEC03F	+ VOL	NE: 00FEA857
3	NE: 00FE20DF	- VOL	NE: 00FEC837
4	NE: 00FEA05F	+ SONG	NE: 00FE48B7
5	NE: 00FE609F	- SONG	NE: 00FE6897
6	NE: 00FEE01F	MUTE	NE: 00FEF807
7	NE: 00FE10EF	ON/OFF	NE: 00FE807F
8	NE: 00FE906F	PLIST +	NE: 00FE00FF
9	NE: 00FE50AF	PLIST -	NE: 00FEB04F
Play ↎	NE: 00FE7887	SHUFFLE	NE: 00FEB847
Stop ⏷	NE: 00FE08F7	REPEAT	NE: 00FE38C7
Pause ⏸	NE: 00FED827	WAKEUP	NE: 00FE38C7

8 Display interface

On Barix devices featuring an LCD (Exstreamer 110), additional device status information is displayed, as follows:

- **At startup:** welcome message followed by device's IP address
- **During normal operation:** status, channel number, URL number, current bitrate, song name if available (see below)
- **On user request:** shuffle on/off, volume change, channel selection, factory defaults, reboot
- **During remote update:** status of the update, firmware update indication

The display content and its layout is freely programmable using the Display Interpreted Language Library (DILL). Two displays are supported per device: the built-in display and a display attached via the serial port (e.g. the VSC panel). The display content is defined for each display (can be different) in a separate Display Definition File (**.ddf**). There are two DDF files in this version of the Streaming Client: **ex110.ddf** and **vsc.ddf**.

The display layout described in this section refers to the default DDF files provided in the package.

The DILL language is described later in this section.

Song information

During playback the current song information is shown on the display.

The song information (name, artist, radio station...) is retrieved either from the **#EXTINF** data from an M3U playlist (playlist playback), or from a Shoutcast server (shoutcast playback) from the metadata (**StreamTitle**) and the header (**icy-name**).

The following list shows the displayed information by availability (the first available is displayed):

1. song name (Shoutcast metadata **StreamTitle**) and/or radio station name (Shoutcast **icy-name**)
2. song name from the playlist (**#EXTINF** data)
3. channel name from **channels.ini** if available (see below), if the current URL contains the channel variable **\$NUM\$**
4. "Channel" followed by the current channel number, if the current URL contains the channel variable **\$NUM\$**
5. "URL" followed by the current URL number (1, 2 or 3)

Channel names

The user can define an optional name for each channel. The channel names are stored in the file **channels.ini** in the FLASH memory. Each name is stored on a separate line, the end-of-line marker is either LF (linefeed, ASCII 0x0A) or CR LF (carriage-return, line-feed; ASCII 0x0D 0x0A). The first line contains the name of channel 000, the second line contains the name of channel 001, etc.

The length of the channel name is limited by the display size.

channel.ini does not have to cover all 1000 channels. If the **channels.ini** file does not exist, or the appropriate line in the file is empty or not present (file too short), the channel number is printed instead of the channel name.

Example 1: only the first 10 lines of **channels.ini** are present. The appropriate channel name is displayed for channels 000 to 009; for channels 010 to 999, the channel number is displayed.

Example 2: only the name of channels 017, 020 and 021 is defined. **channels.ini** contains 17 empty lines, followed by the name of channel 017 on the next line, followed by two empty lines and channel names for 020 and 021 on the last two lines.

By default, the **channels.ini** file is empty.

8.1 The DILL Language

Introduction

The purpose of the DILL interface is to define a generic interpreted language describing display content and events.

The DILL language is simple (in terms of complexity) to allow low memory footprint of the interpreter as well as small size of the display description file.

It does not feature any text identifiers, but all functions, variables, etc. are indexed. The indexing is described further in this section.

Language elements

The language describes **FUNCTIONS** which are called by the application on specific events. E.g. when the user changes the volume, when the song changes, etc.

A function can manipulate the content of the display or control the execution of the program (see the Program Execution section below).

A function is a set of **COMMANDS**. A command is an elementary operation like print, scroll, wait, etc. The commands are executed sequentially. Every command has a name in the format of one capital letter and is terminated with a semi-colon (the character ';' - ASCII 0x3B). A complete list of commands follows below.

Commands have optional parameters which are either **VARIABLES**, **CONSTANTS** or **INTEGER EXPRESSIONS**. Parameters are comma separated and enclosed in brackets (characters '(' and ')' - ASCII 0x28 and 0x29). A command with zero parameters is called with empty brackets. E.g.: **A();**

The variables or constants have either an **INTEGER** or a **STRING** type.

String constants are quoted "like this" and can contain ANSI escape sequences to alter the cursor position, clear the display, etc. String constants can also contain backslash sequences: \000 (octal character code), \\ (backslash), \" (quote), \n (new line).

Variables are indexed, a separate indexing for integer and string variables is used. Integer variables are prefixed with a small 'i' letter (ASCII 0x69) followed by the variable index (starting from 0). String variables are prefixed with a small 's' letter (ASCII 0x73) followed by the variable index. E.g. 'i12' or 's4'

INTEGER EXPRESSIONS can be build from integer constants or integer variables using the + - * / operators. The order of operator evaluation is strictly left-to-right, there is no precedence of evaluation (e.g. * before +).

Certain commands also accept **BOOLEAN EXPRESSIONS**. They are built from a single **BOOLEAN OPERATOR** optionally prefixed with the exclamation mark ('!', ASCII 0x21) for the logical NOT function.

A boolean operator has a name: a small letter, and its parameters enclosed in brackets. The parameters of a boolean operator are either integer or string constants or variables.

DDF file

The display content is defined in a DDF file stored in device's FLASH. It is a text file with either CRLF (ASCII 0x0D 0x0A) or LF only (ASCII 0x0A) end-of-line characters. Each line of the file contains one function definition. Empty lines and lines starting with a hash ('#', ASCII 0x23) are considered as comments and are ignored.

Function definition starts with capital 'F' (ASCII 0x46) followed by a decimal index of the function and the colon character (':', ASCII 0x3A). Then one or more commands follow (as described above). No spaces between commands are allowed.

A function which is not found is not executed. This is not considered as an error (simply some functions don't do anything on some displays).

Example:

```
F4:T(g(2,i0));G(100);T(!z(i1));G(100);P("\033[0;9H");I("3",i8);P("kbps");
```

Program execution

The display program interpreter runs in a single thread. The program execution can be in several logical states. Normally it is in the **DEFAULT** state where all functions are executed. In the default state the function called by the application is executed to its end and then the interpreter is released to other potential function calls.

A display can be **LOCKED** using the Lock command: **L();** Immediately after the lock command the execution of the current function is terminated, the interpreter is released and all further function calls from the application are ignored until a function with the Unlock command: **U();** is called. In that case the unlock command must be the first command of the function. The unlock command brings the interpreter to the default state.

This is typically used if the application switches to a specific mode (e.g. firmware update, reset, standby mode, etc.) disallowing other tasks (e.g. volume control, song name printing) to output anything to the display.

A display can be **WAITING** if the Wait command: **W(n);** is called. Immediately after the execution of the W(n); command, current function is temporarily stopped, the context is stored and the interpreter is released. All subsequent calls of the interpreter are ignored unless a function with either the Abort: **A();** or Unlock: **U();** command is executed. Again, the command must be the first command of the function.

If no Abort and Unlock commands are called, the execution of the original function resumes after n*100ms. The function is then normally executed up to the end.

If an Unlock or Abort command is used the stored context is discarded and the new function starts.

This is typically used if a message should be displayed for a limited time. E.g. when volume is changed, the "Volume X%" is displayed for few seconds and then the player information (song name, bitrate, etc.) is displayed again.

Special commands

Most of the commands manipulate the display. However, there are two special flow-control commands: G (Goto) and T (Test).

The command **G(n);** (go to function number n) terminates the execution of the rest of the current function and continues with the function **n.** The Goto command is uninterruptible.

The command **T(x);** (test condition) evaluates the boolean expression **x** and executes the next command only if the condition is TRUE. If the condition is FALSE, the next command after the Test command is skipped.

Display control

The content of the display can be altered by printing to the display; commands: Clear Block, Print Character, Print Formatted Integer, Print String, Print Message. Alternatively, up to three independent scroll fields can be set up using the Scroll command.

The back-light can be controlled using the Backlight command: **H(x);** The back-light is controlled in 16 steps and can be smoothly faded in and faded out. Please note that not all displays feature a back-light.

Only ASCII characters in the range 0x20-0x7F are allowed as printable characters.

The following backslash sequences are accepted in string constants: \000 (octal character code), \\ (backslash), \" (quote), \n (new line).

The cursor position and other features are controlled by printing standard ANSI escape sequences. Each control sequence starts with the "escape" character (ASCII code 27, hexadecimal 0x1B) followed by the '[' character (left square bracket, ASCII code 91, hexadecimal 0x5B). The following sequences are recognised:

ESC [2 J	Display Clear clears the display and moves cursor to the upper left corner of the display (position 0,0)
ESC [Pn A	Cursor Up Moves cursor up by the given specified of lines. If the cursor is already at the top line ignores this sequence.
ESC [Pn B	Cursor Down Moves cursor down by the given specified of lines. If the cursor is already at the bottom line ignores this sequence.
ESC [Pn C	Cursor Forward Moves cursor right by the given specified of lines. If the cursor is already in the rightmost column ignores this sequence.
ESC [Pn D	Cursor Backward Moves cursor left by the given specified of lines. If the cursor is already in the leftmost column ignores this sequence.
ESC [PL ; Pc H	Cursor Position Moves the cursor to the specified position (coordinates). If the position is not specified moves the cursor to the upper left corner. If the coordinates are out of the screen they are clipped to the display size.
ESC [PL ; Pc f	Same as the previous sequence.
The following abbreviations are used: <i>Pn</i> - stands for a decimal number <i>PL</i> - stands for a line number, line 0 is the topmost line <i>Pc</i> - stands for a column number, 0 is the leftmost column	

Commands

An alphabetic list of all display commands follows:

A() - abort waiting

- aborts any waiting started with the W() command
- discards any unexecuted commands after the W() command (the stored context)

B(x) - clear block

- accepts an integer parameter
- clears x characters starting from the current cursor position and advances the cursor position accordingly

C(n) - print character

- accepts an integer parameter
- prints the character with ASCII code n to the current cursor position

G(n) - goto function

- accepts an integer parameter
- stops execution of the current function and starts executing the function number n

H(x) - set display backlight

- accepts an integer parameter
- controls the display backlight
- x can have the following values:
 - 0 - light off
 - 15 - light fully on
 - 1..14 - light dimmed in steps
 - 256 - fade out
 - 257 - fade in

I(f,i) - print formatted integer

- accepts one string (f) and one integer (i) parameter
- prints the integer i to the current cursor position, formatted according to the string f
- f has the following format:
 - <empty> - left align
 - <n> - format to n characters, right aligned
 - 0<n> - format to n characters, right aligned, prefixed with zeroes

L() - lock the display

- locks the display
- if display is locked execution of all functions is stopped; only the function starting with the unlock command U() can resume the operation

M(f,n) - print message from a file

- accepts one string (f) and one integer (n) parameter
- prints the n-th line (counting from 0) from a message file "f" (e.g. channels.ini) to the current cursor position
- the file "f" is stored in the FLASH

P(s) - print string

- accepts a string parameter
- prints s to the current cursor position

S(n,x,y,l,s,c) - set up scroll

- accepts four integer parameters (n,x,y,l), one string (s) and one integer parameter (c)
- sets up a scroll element to start from position [x,y] and l characters
- there are 3 scroll elements available; n is the element number (starting from 0)
- the text (string s) will be scrolled with the speed c (higher number = higher speed)
- to disable the scroll call with an empty string

T(x) - test command

- accepts a bool expression x (see below)
- if x is TRUE then executes the immediately following command otherwise skips the command

U() - unlock display

- also aborts waiting
- must be used as the first command of a function

W(n) - wait

- accepts one integer parameter n
- waits n*100 milliseconds

Boolean expressions

A single boolean operators can be used in conditional execution (see the Test command above).

A boolean operator has a name: a small letter, and its parameters enclosed in brackets. The parameters of a boolean operator are either integer or string constants or variables. Optionally, a boolean expression can be prefixed with the exclamation mark ('!', ASCII 0x21) for the logical NOT function.

m(f,n) - n-th message in file f exists

- similar to the Print Message command M(f,n) above
- tests if a FLASH message file (e.g. channels.ini) contains a non-empty message on the line number n; the top line in the file has the number 0
- is TRUE if the message exists and is non-empty, otherwise is FALSE

p(s) - string is empty

- accepts one string parameter
- is TRUE if the string is empty, otherwise is FALSE

z(i) - integer is zero

- accepts one integer parameter
- is TRUE if the integer is zero, otherwise is FALSE

g(i1,i2) - i1>i2

- accepts two integer parameters i1 and i2
- is TRUE if i1 is greater than i2, otherwise is FALSE

e(i1,i2) - i1=i2

- accepts two integer parameters i1 and i2
- is TRUE if i1 equals to i2, otherwise is FALSE

t(i1,i2) - i1>=i2

- accepts two integer parameters i1 and i2
- is TRUE if i1 is greater or equals to i2, otherwise is FALSE

Variables

Variables are indexed, a separate indexing for integer and string variables is used. Integer variables are prefixed with a small 'i' letter (ASCII 0x69) followed by the variable index (starting from 0). String variables are prefixed with a small 's' letter (ASCII 0x73) followed by the variable index. E.g. 'i12' or 's4'

The following string variables are defined:

ID	Description
s0	Device's IP address as a string; e.g. "192.168.1.2"
s1	The current song name and radio station name obtained from meta tags

The following integer variables are defined:

ID	Description
i0	The player status: 0=idle, 1=tuning, 2=playing
i1	non-zero if priority message is being played, otherwise 0
i2	1 if the device is in stand-by mode, otherwise 0

ID	Description
i3	The current volume in 1% steps
i4	The currently selected channel number
i5	The channel number being currently played
i6	1 if the current URL is channel based (contains \$NUM\$), otherwise 0
i7	The current URL number: 1, 2 or 3
i8	The current bitrate in kbps

Function calls

The below table lists all the display function calls of the Streaming Client application:

Fn. Number	Description
F0	Print the welcome message directly after the power up
F1	Print IP device's address at startup
F2	Print the current player status: priority, standby, idle, tuning, playing Called on status change
F3	Update the song/radio station name; called if the name changes
F4	Print the current bitrate; called periodically during playback
F5	Print the current volume if volume is changed by the user
F6	Print the "repeat on" message; if repeat is activated by the user
F7	Print the "repeat off" message; if repeat is deactivated by the user
F8	Print the "shuffle on" message; if shuffle is activated by the user
F9	Print the "shuffle off" message; if shuffle is deactivated by the user
F10	Print the "sleep on" message; if the sleep function is activated by the user
F11	Print the "sleep off" message; if the sleep function is deactivated by the user
F12	Print the "Channel xxx" message; called on user's change-channel request
F13	Start of the user channel selection: print "Ch" message on VSC; then the function 12 is called if the user changes the channel number
F60	Entering the standby mode: clear the display, turn backlight off, lock display
F61	Leaving the standby mode: unlock the display, turn backlight on, print the status
F80	Starting the remote update procedure (parameters, commands): print the "Updating..." message and lock the display
F81	End of the remote update procedure: unlock display
F82	Start of the remote firmware update: print the "Firmware update" message and lock the display
F83	Successful end of the remote firmware update: print "Unit updated" message and unlock the display
F84	Unsuccessful end of the remote firmware update: print "Update failed" message and unlock the display
F90	Rebooting after the firmware update: print the "rebooting" message and lock the display

Fn. Number	Description
F91	Reset via the button: print the "reset" message and lock the display
F92	Factory defaults and reset: print "factory defaults" message and lock the display
F93	Entering the bootloader: print "Bootloader..." message and lock the display

9 Remote Configuration and Update interface

Please note that the Remote Firmware Update is supported only on devices with 2MB Flash memory.

Remote Configuration Update as well as Remote Command Execution can be performed on devices with 1MB as well as 2MB Flash memory.

9.1 Configuration parameters

Update URL

For remote configuration and update the configuration field “Update URL” can be used to point to the web server (http) containing the “Configuration Meta File”. Only the HTTP protocol is supported, including all its options and the possibility of using HTTP Proxy.

Remote Update Period

The URL provided is checked and processed periodically. The frequency of checking the configuration meta file can be set in the configuration field “Remote Update Period” in minutes.

9.2 Configuration Meta File

When the “Configuration Meta File” is loaded, its version is checked against the “Remote Update File Version” stored in the EEPROM.

The “Configuration Meta File” is only parsed (executed) if the version is higher.

The “Configuration Meta File” can contain three different types of assignments: keywords, control commands and config values.

NOTE: Please note that the configuration meta file is case sensitive.

Keywords

ID	Type	Description
VERSION	16bit unsigned decimal number	Meta file version
FW_VERSION	16bit unsigned hexadecimal number	Version of the firmware file
FW_URL	URL string with maximum length of 99 characters	URL of the firmware .bin file

Control Commands

Control commands are described in chapter [WEB](#).

There must be only one command per line, no command concatenation is supported. Commands are executed in the same order as they appear in the file.

Config values

Config values are textual descriptors of places in the configuration memory. Config value names are looked up in the **update.ini** file (described in the next section, see chapter [4.1 User Interface Development Kit](#) on how to upload this file).

Execution procedure

Once the version is checked to be higher the “Configuration Meta File” is processed

in the following four steps:

- control commands are executed and config values are stored in the configuration memory
- the firmware is updated if the value of the keyword **FW_URL** is pointing to a valid firmware file (**compound.bin**) and the value of the keyword **FW_VERSION** differs (smaller or bigger) from the currently running firmware version
- the version of the executed “Configuration Meta File” is stored in the EEPROM field “Remote Update File Version”
- device restarts if necessary (configuration has been altered, firmware has been changed or the **c=99** command has been issued)

IMPORTANT: If the firmware update fails the version of the executed “Configuration Meta File” is not stored. As a consequence the

For a detailed specification of the configuration meta file grammar see section [Configuration Meta File Grammar](#) further below.

Update file request

The update meta file is requested via HTTP from the configured URL. The following device information is sent in the HTTP header to the server:

Parameter	Description
MAC	MAC address of the device in format “aa:aa:aa:aa:aa:aa”. All letters are small, individual octets are separated with colon.
mem-size	Device's flash memory size in kB, followed by the two letters “kB”
hw-type	Device hardware type code in decimal
ipam-type	Device IPAM type code in decimal

Example:

Example of HTTP headers sent in remote update file request

Pragma: MAC=00:08:e1:00:01:02
Pragma: mem-size=1024kB
Pragma: hw-type=14
Pragma: ipam-type=0

File “update.ini”

The file **update.ini** is a text file containing lines with the following syntax:
<descriptor>,<address>[,<size>]

Where:

- **<descriptor>** is a textual descriptor of a configuration value
- **<address>** is a dynamic name of a configuration value (see chapter [_ for details](#)).
For passwords, use **Px** and **Px.1** (see chapter [4.4 Configuration via HTML Pages](#))
- **<size>** is an optional parameter used only for strings. It defines the length of the string in the setup memory.

IMPORTANT: The terminating end-of-line in the file is mandatory for proper function of the remote update.

Content of the update.ini file contained in the “Streaming Client Update Kit”

volume_100,B244
min_volume_100,B241
max_volume_100,B242
balance,c245
bass,c246
treble,c247
url1,S700,100
url2,S800,100
url3,S900,100
proxy_url,S1000,100
update_url,S1100,100
barimon_url,S1200,100
rtp_latency_ms,W509
web_server_port,W283
shuffle,B277b0
usb_autoplay,B277b1
sonic_ip,B277b7
udp_reporting_port,W684
dhcp_host_name,S98,16
remote_update_period,W690
barimon_period,W692
stream_check_period,W694
stream_max_check_period,W696
rtp_priority_port,W289
priority_latency_ms,W291
priority_volume_control,B240
priority_volume_100,B243
ip_addr,I0
netmask,N8
gateway,I4
dns1,I64
dns2,I68
snmp_trap_ip,I686
password,P1.1
ir_input,B497
user_agent,S517,32
reset_function,B276
disable_factory_defaults,B97b1
disable_remote_update,B97b2
url1_inc_plist_pos,B301b0
url2_inc_plist_pos,B302b0
url3_inc_plist_pos,B303b0
url1_periodic_refresh,B301b1
url2_periodic_refresh,B302b1
url3_periodic_refresh,B303b1
url1_plist_end_after_1st_err,B301b2
url2_plist_end_after_1st_err,B302b2
url3_plist_end_after_1st_err,B303b2
relay_function,B252
relay1,B252
relay2,B253
relay3,B254
relay4,B255
decoding_speed_correction,i680
serial1_usage,B498
serial1_baudrate,B81
serial1_data_bits,B80b2-3
serial1_parity,B80b4-5
serial1_stop_bits,B80b6-7
serial1_flowctl,B82
serialgw_port,W92
serialgw_ip,I88
udp_cmd_port,W511
tcp_cmd_port,W513

Content of the update.ini file contained in the “Streaming Client Update Kit”

```
tcp_cmd_port_timeout,W507
usb_backup_switch_immediately,B277b2
ad_gain,B249
triggered_playlist,S570,100
volume_offset,B677
audio_buffer_size_log,B250
snmp_sys_name,S444,18
snmp_sys_location,S462,18
```

Configuration Meta File Grammar

Type	Description
OCTET	<any 8-bit sequence of data>
CHAR	<any US-ASCII character (octets 0-127) >
CTL	<any US-ASCII control character (octets 0 - 31) and DEL (127)>
TEXT	<any OCTET except CTL, but including HT>
LF	<US-ASCII LF, linefeed (10)>
CR	<US-ASCII CR, carriage return (13)>
HT	<US-ASCII HT, horizontal-tab (9)>
UPALPHA	<any US-ASCII upper-case letter “A” .. “Z”>
LOALPHA	<any US-ASCII lower-case letter “a” .. “z”>
DIGIT	<any US-ASCII digit “0” .. “9”>
ALPHA	UPALPHA LOALPHA
ALPHADIGIT	ALPHA DIGIT
CRLF	CR LF
EOL	LF CRLF
comment	“#” *(TEXT)
rvalue	*(TEXT)
control	ALPHA
keyword	UPALPHA 1*[ALPHADIGIT “_”]
config	LOALPHA 1*[ALPHADIGIT “_”]
lvalue	keyword control config
assignment	lvalue “=” rvalue
content	comment assignment
line	[content] EOL
file	*(line)

9.3 How to update the firmware remotely

IMPORTANT: Please note that the Remote Firmware Update is supported only on devices with 2MB Flash memory.

Let's assume you have an HTTP server **http://www.myserver.net** and want to update your device with firmware version 01.31.

Here is an example how to do it:

- create a directory **http://www.myserver.net/streamingclient/update/** on the server
- Upload the **compound.bin** file from the “Streaming Client Update Kit” folder

update_rescue into your HTTP directory, the URL will be

http://www.myserver.net/streamingclient/update/compound.bin

- create new text file
http://www.myserver.net/streamingclient/update/update.txt containing :

Content of the update.txt

VERSION=1

FW_VERSION =0131

FW_URL=http://www.myserver.net/streamingclient/update/compound.bin

- configure your devices “Update URL” field with
http://www.myserver.net/streamingclient/update/update.txt
- push the “Apply” button on the WEB interface. The device will reboot and automatically update the firmware. If you want the device to check the update file every 30 minutes set the configuration field “Remote Update Period” to 30.

IMPORTANT: Remote firmware update is supported only on devices with 2MB and more flash memory. The flash memory size and availability of the firmware update can be retrieved from the device WEB UI via the &Lstate parameters 46 and 47.

9.4 How to configure the device remotely

In previous section we configured the HTTP server and the device for remote update and updated the firmware. In this section we will use the same server and paths but will alter the file **update.txt**.

In this example we will change the streaming URLs and set volume to 25% (Volume range is 0 to 20). Change the **update.txt** as follows:

Content of the update.txt

VERSION=2

url2=rtp://85.124.188.115:4000

url1=http://vruk.sc.llnwd.net:12265

volume_100=62

The device will change the three configuration fields and then reboot.

In situations where we want to change temporarily (without rebooting) CGI commands can be used instead of configuration change directives.

The following example shows how to change the volume without rebooting:

Content of the update.txt

VERSION=3

v=10

This way we can issue any CGI command. See chapter [WEB](#) for available commands.

Device dependent update files

Sometimes we need to update devices with different configurations. This can be easily done using the [URL Variable Substitution](#) in the Update URL.

Let us imagine we have two devices and want to load them with different settings (e.g. to play two different radio stations).

Let us assume the devices have IP addresses **192.168.2.100** and **192.168.2.101**.

Here is an example how to do it:

- Configure both devices with following Update URL:
http://www.myserver.net/streamingclient/update/update-\$IP\$.txt
- Create the file
http://www.myserver.net/streamingclient/update/update-192.168.2.100.txt with following content:

Content of the update-192.168.2.100.txt

VERSION=1
url1=http://www.barix.com/radio.m3u
url2=file://backup.m3u

- Create the file
http://www.myserver.net/streamingclient/update/update-192.168.2.101.txt with following content:

Content of the update-192.168.2.101.txt

VERSION=1
url1=http://vruk.sc.lnwd.net:12265
url2=file://backup.m3u

If the devices use dynamic addressing (IP might change) use MAC addresses (\$MAC\$) or DHCP names (\$NAME\$) to identify the right configuration file on the server. See [URL Variable Substitution](#) for more details.

10 Remote monitoring interface

The “Streaming Client” firmware supports two different ways of remote monitoring: SNMP and Barimon.

SNMP can send a trap on start-up and when switching the stream and can be requested at any time . Barimon sends periodic reporting as well as information on request. The features of these protocols are described in the following chapters.

10.1 Barimon Remote Monitoring

The device can be monitored using Barimon technology. Please visit <http://www.barimon.net> for detailed information and to create your own free Barimon project.

Barimon periodic report

With Barimon, the device's streaming status is sent actively by the device to the pre-configured server via HTTP. The report is sent in regular time intervals (configurable), at stream stop and at stream start (that means, when a stream switch happens, two reports are sent).

The Barimon server has to be specified in the configuration field “BARIMON URL”. Only the HTTP protocol is supported, including all its options and possibility of using the HTTP Proxy. The “BARIMON URL” syntax is:

http://[<name>:<password>@]<address>/ (name and password can be omitted, e.g. **http://www.barimon.net/**)

The frequency of Barimon reporting can be set in the configuration field “BARIMON Report Period” in minutes. The complete report will be sent in this defined time interval.

The following table show the content of the periodic report.

Value	Type	Description
mac	String (e.g.: 0008E1003D90)	Devices MAC address used for Barimon “sensor” identification
alarm	Boolean: “ true ” or “ false ”	Alarm trigger: “ true ” on stream change, otherwise “ false ”
Bitrate	8bit unsigned decimal number	Bitrate of the played stream in kilobits per second
BufferLevel	16bit unsigned decimal number	Amount of bytes in the buffer
Error	8bit unsigned decimal number	Number of last error (see the definition in the File “BARIxAUDIOSNMP.MIB”)
FrameDrop	32bit unsigned decimal number	Number of RTP frames dropped to correct long term clock drift. Resets with every RTP stream (reconnect or new sequence of frames).
FrameDup	32bit unsigned decimal number	Number of RTP frames duplicated to correct long term clock drift. Resets with every RTP stream (reconnect or new sequence of frames).
FrameLoss	32bit unsigned decimal number	Number of RTP frames lost on the network since the stream start. Resets with every RTP stream (reconnect or new sequence of frames).
Latency	16bit unsigned decimal number	Average latency of the RTP decoder; valid only for RTP streams.

Value	Type	Description
Reconnects	16bit unsigned decimal number	Amount of reconnects due to loss of the stream source
SoftErrorCount	16bit unsigned decimal number	Amount of stream drop-outs (missed more than 5 frames in a row)
StreamNumber	String (0,1,2,3 or "prio" for priority)	Number of played stream
UpTime	16bit unsigned decimal number	Up time of the device in seconds (since last reboot)
URL	String	URL of the currently played stream
Volume	8bit unsigned decimal number	Current volume level in percent

Requesting Barimon report over UDP

Furthermore, the actual status of the device can be requested over UDP. The Port number used must be the same as specified in the configuration field “UDP Reporting Port”. Setting the Port to 0 disables this function.

Sending a UDP datagram with the payload “**MTELL\r\n**”, i.e. 7 bytes: **0x4D, 0x54, 0x45, 0x4C, 0x4C, 0x0D 0x0A**, will result in a UDP reply sent on same port to the IP address the request originated from. The reply is comma separated and contains no spaces and no line feeds (the table below is word wrapped).

Example content of the UDP reply

BufferLevel=10528,Latency=598,FrameLoss=0,FrameDup=0,FrameDrop=0,SoftErrorCount=0,StreamNumber=1,Bitrate=192,Reconnects=2,Error=11,Volume=25,UpTime=25,URL=rtp://0.0.0.0:4444/

To test this we recommend the free PC software called “UDP Test Tool” from <http://www.simplecomtools.com>.

10.2 Own Monitoring Server using Barimon protocol

To run an own monitoring server you will need to write your own scripts depending on the server architecture and OS (PHP, ASP...).

The script has to be named “submit” and should be available in the folder “/sensors/data” as the “Streaming Client” firmware sends an HTTP GET request for “sensors/data/submit?...” to that server. This path is fixed and can not be changed. The information is included after the question mark.

GET sensors/data/submit?mac=<mac address>&alarm=false&info=<info> HTTP/1.0

<mac address> is 12 hex character string without any delimiters: XXXXXXXXXXXX
e.g.: **0008E1003D90**

<info> is a string in the format: **BufferLevel=<int>,FrameLoss=<long int>,SoftErrorCount=<long int>,StreamNumber=<string>,URL=<string>,Bitrate=<int>,Reconnects=<long int>,Error=<int>,Volume=<int>,UpTime=<long int>**

<int> is an 8bit integer decimal number, <long int> is an 16bit integer decimal number, <string> is a string of characters

Configuration Parameters for Barimon periodic report

The Barimon server has to be specified in the configuration field “BARIMON URL”. Only the HTTP protocol is supported, including all its options and possibility of using the HTTP Proxy. The “BARIMON URL” syntax is:

http://[<name>:<password>@]<address>/ (name and password can be omitted
e.g. **http://www.myserver.com/**)

The frequency of Barimon reporting can be set in the configuration field "BARIMON Report Period" in minutes. The complete report will be sent in this defined time interval.

Example "submit.php"

The submit PHP script can read the variables from the \$_GET array e.g.:

```
$mac=$_GET["mac"]; // here you can check if the MAC address is registered  
in your database and decide to accept/ignore this request  
  
$alarm=$_GET["alarm"]; // is this an alarm ?  
  
$info=$_GET["info"]; // comma separated list of "measured values"
```

The \$info variable will contain complete device info which is the string as described in the section above.

The GET variable handling is all standard, there's nothing "Barimon specific", you can access the variables as in any other web CGI script.

10.3 SNMP Remote Monitoring

The "Streaming Client" firmware supports SNMPv1 (Simple Network Management Protocol Version 1) which uses UDP for the transfer of information.

SNMP trap sending

The IP address of the receiver of SNMP traps has to be specified in the configuration field "SNMP Trap Receiver". If set to 0.0.0.0 then no traps are sent. Traps are sent on UDP port 162 to the specified receiver.

The following traps are supported:

- **cold start** – sent at startup
- **private trap** – sent at stream stop or at stream start. System time and the stream number are sent in the trap.

SNMP querying

The device can be queried using the SNMPv1 protocol on UDP port 161, the MIB (Management Information Base) version supported is 2.

The MIB file **BARIXAUDIOSNMP.MIB** is included in the "Streaming Client Update Kit" and can be found in the folder **update_rescue**.

See the following print out of the MIB file for capabilities.

File "BARIXAUDIOSNMP.MIB"

Content of the BARIXAUDIO.MIB file contained in the "Streaming Client Update Kit"
-- The Barix Audio MIB leaf -- The Barix MIB Registration Authority is barix.mib -- Version: 2.2 -- Date: 07 March, 2006 -- Copyright (c) 2004-2006 Barix AG -- Changes: -- 20050503 KPS Updated according to Barix MIB registration authority -- 20060116 KS/PK Added streaming variables -- 20060307 KS unit net, hostname added -- 20060307 KS instreaming levels added

BARIXAUDIOSNMP-MIB DEFINITIONS ::= BEGIN**IMPORTS**

```

enterprises, IpAddress, Counter, TimeTicks, Gauge
    FROM RFC1155-SMI
OBJECT-TYPE
    FROM RFC-1212
DisplayString
    FROM RFC-1213;

```

```

barix      OBJECT IDENTIFIER ::= { enterprises 17491 }
products   OBJECT IDENTIFIER ::= { barix 1 }
systems    OBJECT IDENTIFIER ::= { barix 2 }
unit       OBJECT IDENTIFIER ::= { barix 3 }
-- 4-9 Spare
oem        OBJECT IDENTIFIER ::= { barix 10 }

-- Audio Section
-- states for dynamic audio states that don't fit into any streaming
category
-- streaming for general streaming information
-- exstreaming for specific out to audio information
-- instreaming for specific in from audio information
audio      OBJECT IDENTIFIER ::= { systems 1 }
states     OBJECT IDENTIFIER ::= { audio 1 }
streaming   OBJECT IDENTIFIER ::= { audio 2 }
exstreaming OBJECT IDENTIFIER ::= { audio 3 }
instreaming OBJECT IDENTIFIER ::= { audio 4 }

```

```

-- unit Group
-- contains information common to all Barix units
--
net       OBJECT IDENTIFIER ::= { unit 1 }
netHostName OBJECT-TYPE
    SYNTAX   DisplayString (SIZE (0..15))
    MAX-ACCESS read-only
    STATUS   current
    DESCRIPTION
        "The bootP and DHCP host name"
    ::= { net 1 }

```

-- Barix Audio MIB

```

audioStateLeft OBJECT-TYPE
    SYNTAX      INTEGER(0..65535)
    ACCESS      read-only
    STATUS      mandatory
DESCRIPTION   "Audio State Left Channel
0 = silence
1 = running
2 = high"
::= { states 1 }

```

```

audioStateRight OBJECT-TYPE
    SYNTAX      INTEGER(0..65535)
    ACCESS      read-only
    STATUS      mandatory

```

```

DESCRIPTION      "Audio State Right Channel
0 = silence
1 = running
2 = high"
::= { states 2 }

-- streaming
-- Buffer level
streamingBufferLevel OBJECT-TYPE
    SYNTAX      Gauge
    ACCESS       read-only
    STATUS        mandatory
    DESCRIPTION   "Streaming buffer level"
::= { streaming 1 }

-- Frame drop out count
streamingFrameLoss OBJECT-TYPE
    SYNTAX      Counter
    ACCESS       read-only
    STATUS        current
    DESCRIPTION   "Lost frames counter"
::= { streaming 2 }

-- Stream drift correction counter
streamingSoftErrorCount OBJECT-TYPE
    SYNTAX      Counter
    ACCESS       read-only
    STATUS        current
    DESCRIPTION   "Number of soft errors since stream start.

Soft error is:
RTP: lost more frames than could be corrected
TCP, UDP: buffer empty (sampled every 100ms)
"
::= { streaming 3 }

-- exstreaming
-- Current Stream number
exstreamingStreamNumber OBJECT-TYPE
    SYNTAX      INTEGER(0..65535)
    ACCESS       read-only
    STATUS        mandatory
    DESCRIPTION   "Current stream number
0 - inactive
1 and more - stream number
"
::= { exstreaming 1 }

-- Current URL
exstreamingURL OBJECT-TYPE
    SYNTAX      OCTET STRING
    ACCESS       read-only
    STATUS        mandatory
    DESCRIPTION   "Current URL"
::= { exstreaming 2 }

-- Stream bitrate
exstreamingBitrate OBJECT-TYPE
    SYNTAX      INTEGER(0..65535)

```

```

ACCESS          read-only
STATUS          mandatory
DESCRIPTION    "Stream bitrate in Kbits/sec"
::= { exstreaming 3 }

-- Number of reconnects
exstreamingReconnects OBJECT-TYPE
  SYNTAX        Counter
  ACCESS          read-only
  STATUS          mandatory
  DESCRIPTION    "Number of reconnects/stream-switches since
device startup"
::= { exstreaming 4 }

-- Time of last reconnect
exstreamingReconnectTime OBJECT-TYPE
  SYNTAX        TimeTicks
  ACCESS          read-only
  STATUS          mandatory
  DESCRIPTION    "Time of last reconnect"
::= { exstreaming 5 }

-- Last streaming error
exstreamingError OBJECT-TYPE
  SYNTAX        INTEGER{
    No-Error(0),
    DNS-Problem(1),
    No-TCP-Reply(2),
    TCP-Closed(3),
    No-HTTP-Response(4),
    Invalid-HTTP-Response(5),
    Missing-Path(6),
    Missing-Port-Number(7),
    Missing-Hostname(8),
    Invalid-Filetype(9),
    Filesystem-Error(10),
    Connection-Timed-Out(11),
    Invalid-Protocol(12),
    Too-Many-Dropouts(13),
    Invalid-Port(14),
    Wrong-Filename(15),
    Playlist-Error(16),
    Epty-URL(17),
    Bad-MMS-Response(18),
    Internal-Error(99),
    HTTP-Bad-Request(400),
    HTTP-Unauthorized(401),
    HTTP-Payment-Required(402),
    HTTP-Forbidden(403),
    HTTP-Not-Found(404),
    HTTP-Method-Not-Allowed(405),
    HTTP-Not-Acceptable(406),
    HTTP-Proxy-Authentication-Required(407),
    HTTP-Request-Time-Out(408),
    HTTP-Conflict(409),
    HTTP-Gone(410),
    HTTP-Length-Required(411),
    HTTP-Precondition-Failed(412),
    HTTP-Request-Entity-Too-Large(413),
    HTTP-Request-URL-Too-Large(414),
    HTTP-Unsupported-Media-Type(415),
    HTTP-Server-Error(500),
    HTTP-Not-Implemented(501),
    HTTP-Bad-Gateway(502),
  }

```

```

HTTP-Out-of-Resources(503),
HTTP-Gateway-Time-Out(504),
HTTP-Version-not-supported(505)
}
ACCESS          read-only
STATUS          mandatory
DESCRIPTION    "Last streaming error
0-90 = connection/configuration errors
90-99 = internal errors
400-599 = HTTP errors"
::= { exstreaming 6 }

-- Time of last streaming error
exstreamingErrorTime OBJECT-TYPE
  SYNTAX      TimeTicks
  ACCESS          read-only
  STATUS          mandatory
  DESCRIPTION    "Time of last error"
::= { exstreaming 7 }

-- --- Trap
-- name NOTIFICATION-TYPE
--   OBJECTS  {
--     Object
--   }
--   STATUS  current
--   DESCRIPTION
--     ""
--   ::= { OID in MIB tree }
--
-- 

-- instreaming Levels
--

levels OBJECT IDENTIFIER ::= { instreaming 1 }
audioInputLevelLeft OBJECT-TYPE
  SYNTAX      INTEGER(0..65535)
  ACCESS          read-only
  STATUS          mandatory
  DESCRIPTION    "Audio Level Left Channel"
::= { levels 1 }

audioInputLevelRight OBJECT-TYPE
  SYNTAX      INTEGER(0..65535)
  ACCESS          read-only
  STATUS          mandatory
  DESCRIPTION    "Audio Level Right Channel"
::= { levels 2 }

END

```

10.4 Error Code Listing

Error Code	Name	Description
0	No Error	
1	DNS	Host not found or DNS server not accessible

Error Code	Name	Description
	Resolution Problem	
2	No TCP Response	Host not responding to TCP SYN, connection can't be established, port closed or host not accessible
3	Reserved	
4	No HTTP Response	No answer to HTTP GET request or partial response received - timed out
5	Invalid Response	Invalid HTTP response header received
6	Missing Path	The selected protocol requires a path to be specified
7	Missing Port Number	The selected protocol requires a port number to be specified
8	Missing Hostname	The selected protocol requires a hostname to be specified
9	Invalid Filetype	The requested file type doesn't match the protocol. E.g. trying to play a playlist on non-playlist source (RTP)
10	Filesystem Error	USB storage not attached, not detected or file not found
11	Connection Timed Out	Connection timed out during stream/file receiving
12	Invalid Protocol	Unknown protocol entered
13	Too Many Dropouts	Stream ended due to excessive audio dropouts
14	Invalid Port	Port collision - port already in use (e.g. trying to receive RTP stream on the same port as the priority port or UDP Reporting port)
15	URL Syntax Error	Variable substitution failed - invalid syntax or variable not found
16	Playlist Error	Playlist loading failed
17	Reserved	
18	Reserved	
19	Audio Format Not Supported	The audio format is not supported by the hardware or by the software. E.g. trying to play an AAC+ stream on a device without AAC+ functionality.
98	Not Implemented	Function not implemented, this should not happen and should be considered as a software error
99	Internal Error	Memory allocation failed, codec crash detected
400-4 15, 500-5 05	HTTP Errors	Server responded with HTTP error, the appropriate error number is set

11 Legal Information

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